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VOLUME 1
ISSUE 11

PlayStation

Official U.S. PlayStation Magazine

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Official U.S. PlayStation Magazine Issue 11 (August 1998)

August 1998
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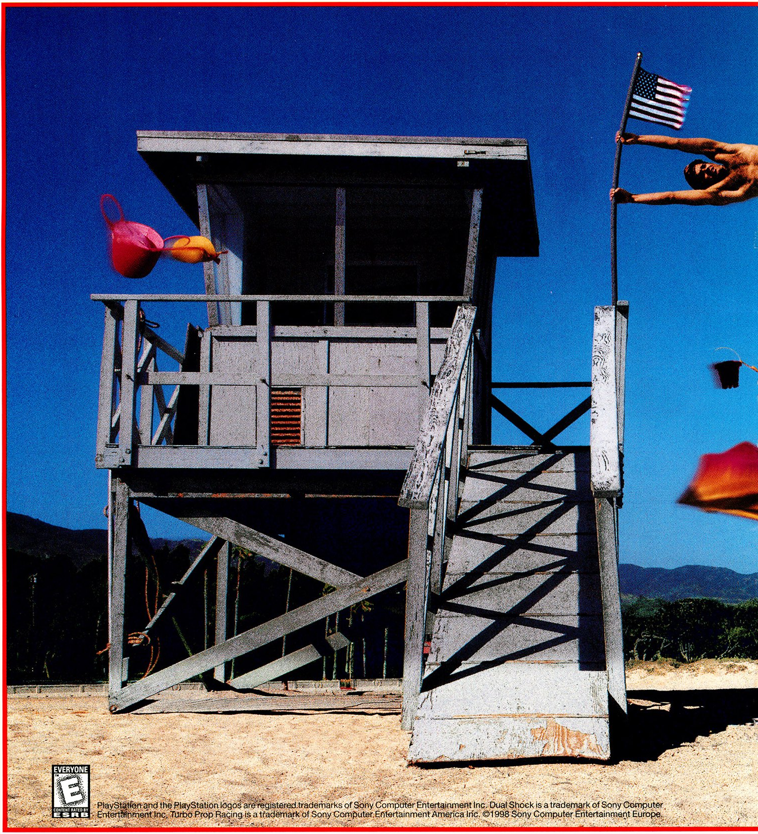

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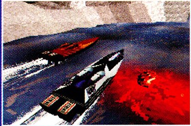

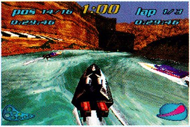
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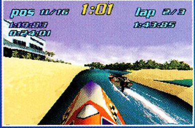
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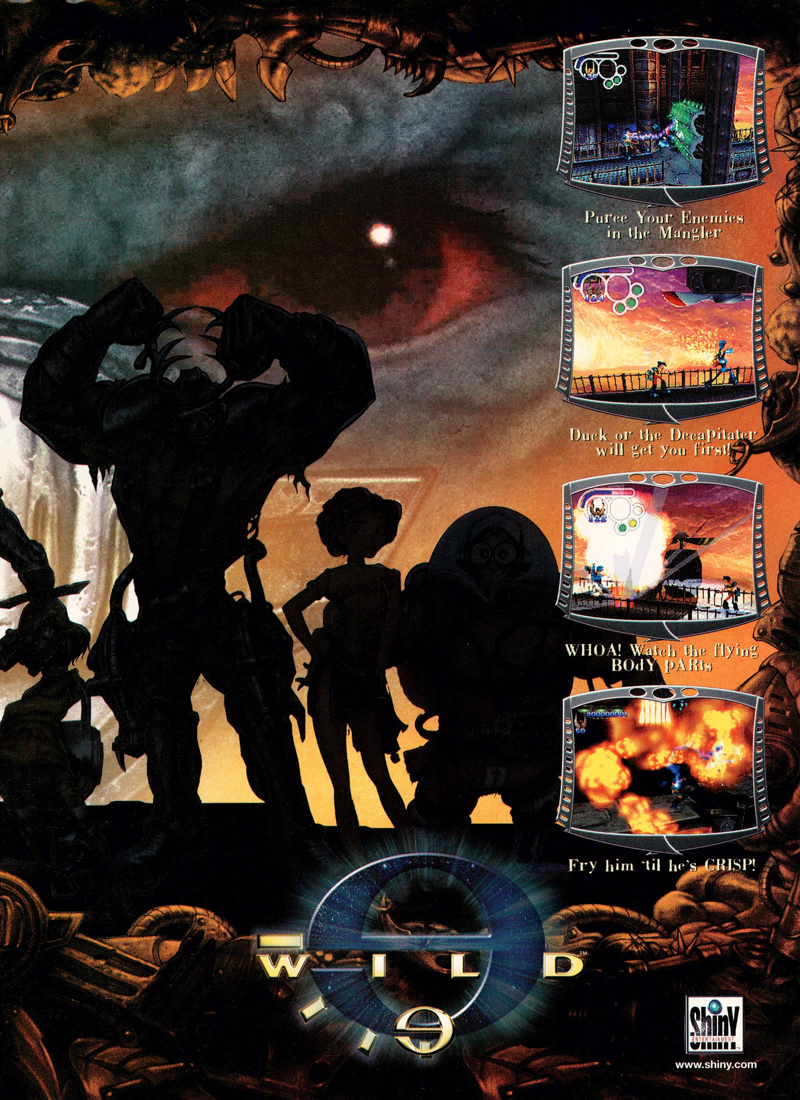
Puree Your Enemies in the Mangler
Duck or the Decapitater will get you first!
WHOA! Watch the flying BODY PARts
Fry him 'til he's CRISP!
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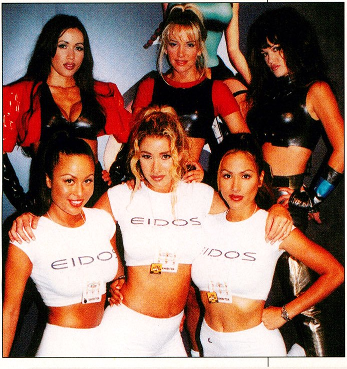
Editorial

Words of wisdom from some guy that works here



No one has yet questioned Wat's decision to replace the entire OPM staff with the lovely ladies from the Eidos booth. Tune in next month when the entire magazine will be filled with nothing but staff pictorials and the disc will have lots of playable demos of Dead or Alive.

Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by ZD Inc. through an exclusive arrangement. As such, OPM remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

The strangest things often occur to you at the strangest times. Like what you ask? Well, at the recent Electronics Entertainment Expo in Atlanta, I was walking the show floor, and after checking out well over 200 PlayStation titles, I realized how dominating the PlayStation game console has become. This may sound dumb considering I'm the head of the *Official US PlayStation Magazine*, but it wasn't very long ago that Nintendo and Sega were the first and last word when it came to video gaming. Who could have predicted a couple years back that Sony would eventually have such an effect on an industry they knew relatively little about (compared to Nintendo and Sega anyway) let alone enter into the home console wars at all. It felt strange to walk by the Sega booth and see only four Saturn titles mixed in with arcade and PC products. Nintendo showed about as many titles as there were in one corner of the PlayStation area. To say that the show was all about the PlayStation is an understatement.

It's one thing to see a trend at a trade show, but it can be another story out on the streets. That's why I went down to the local Babbages and took an informal survey (see the results on page 25) to satisfy my curiosity. Out of the 40 or so people who came into the store during the poll, 30 owned a PlayStation. This is hardly a scientifically calculated sampling, so it could have easily just been an extremely good day for PS owners, but it's still an interesting peak at what your average consumer owns. *OPM* has always been aimed at an older audience, so it was gratifying to see the large amount of older PS owners walking into the store who also happen to be the most camera shy. (Please, please let me take your picture sir! Your kids will think you're cool!)

So what does all this mean? It means that you own the most popular system with the best games and are reading the #1 magazine covering that system. Give yourself a pat on the back.

Wataru Maruyama
Editor in Chief

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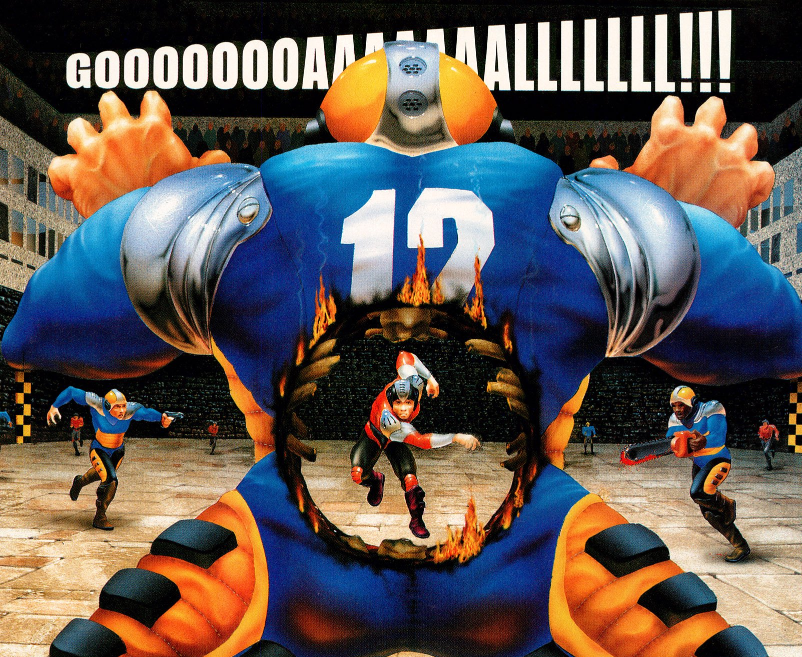

In the Dead Ball Zone arena,
the aim of the game is simple.
Put the ball in the back of the net.
By catching. Shooting. And beating your
opponents to a pulp. You're the manager of a
team of Minor League psycho's trying to make it to the
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a veteran is a guy who's playing his second game.

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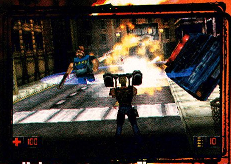
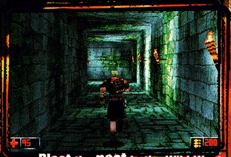
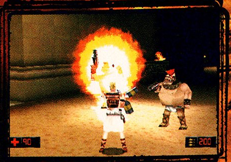


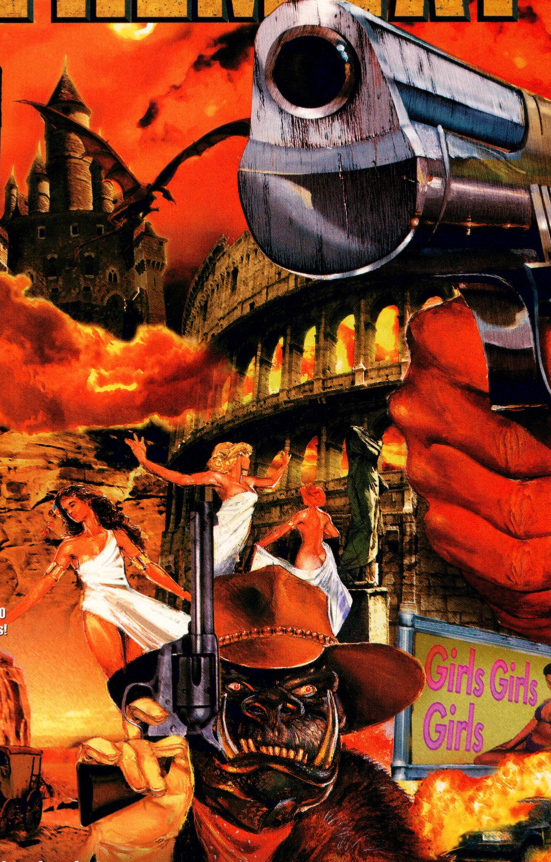
The **Holy** Hand Grenade! **Flame**-Thrower! Jet Pack! And **more**!



Blast the **past** in the Wild West, The Dark Ages, and Imperial Rome!



It's **Sudden Death** on all sides in 30 single-player and two-player massive levels!



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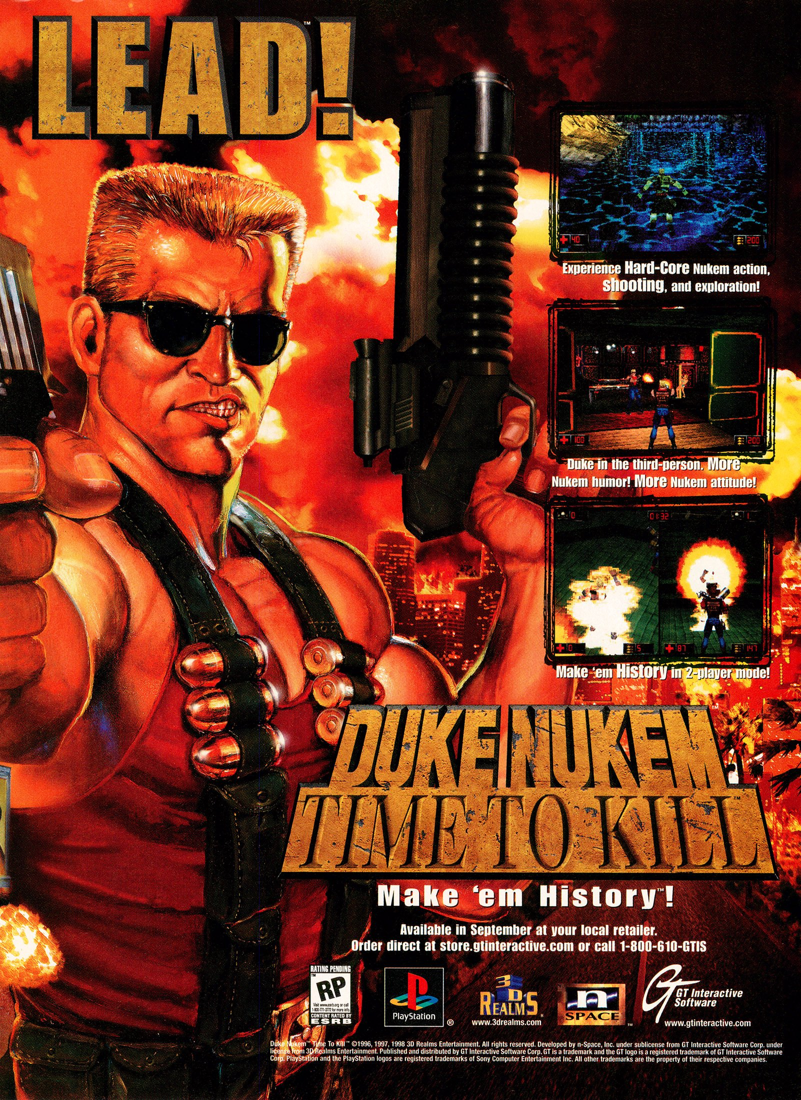

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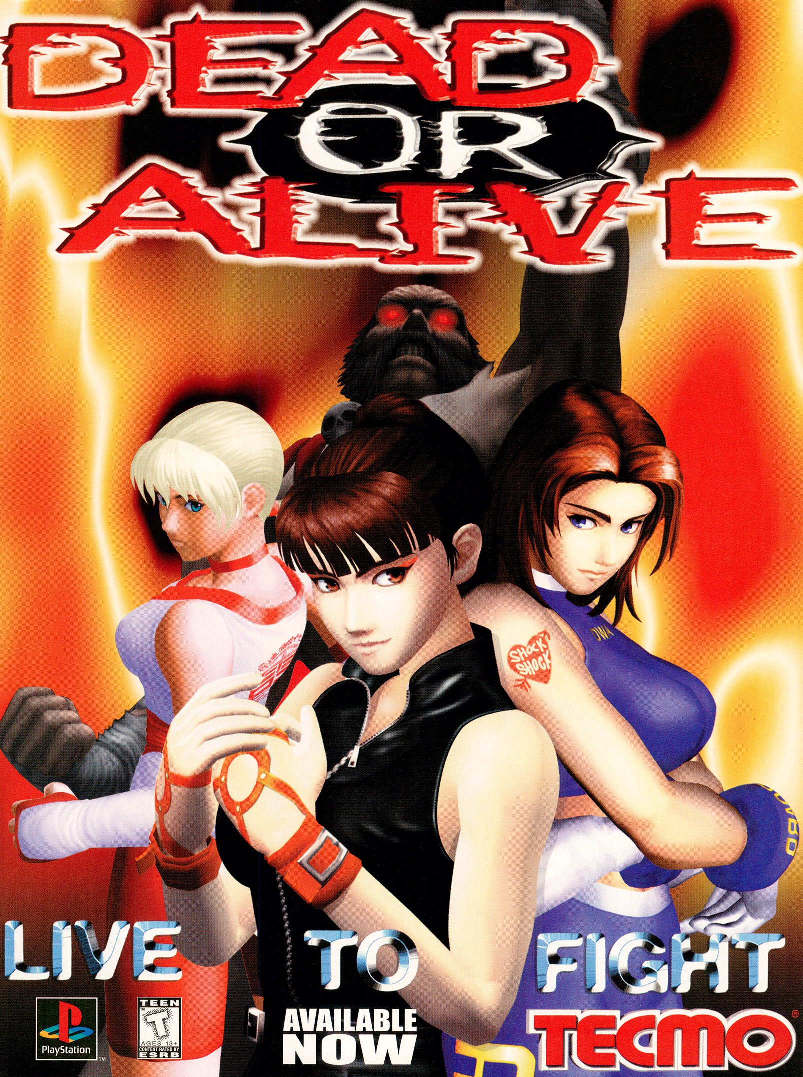
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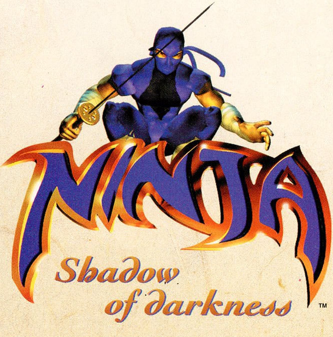
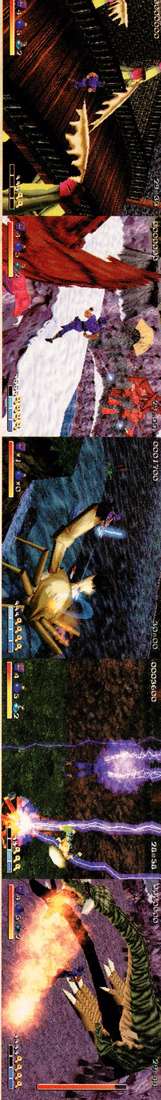
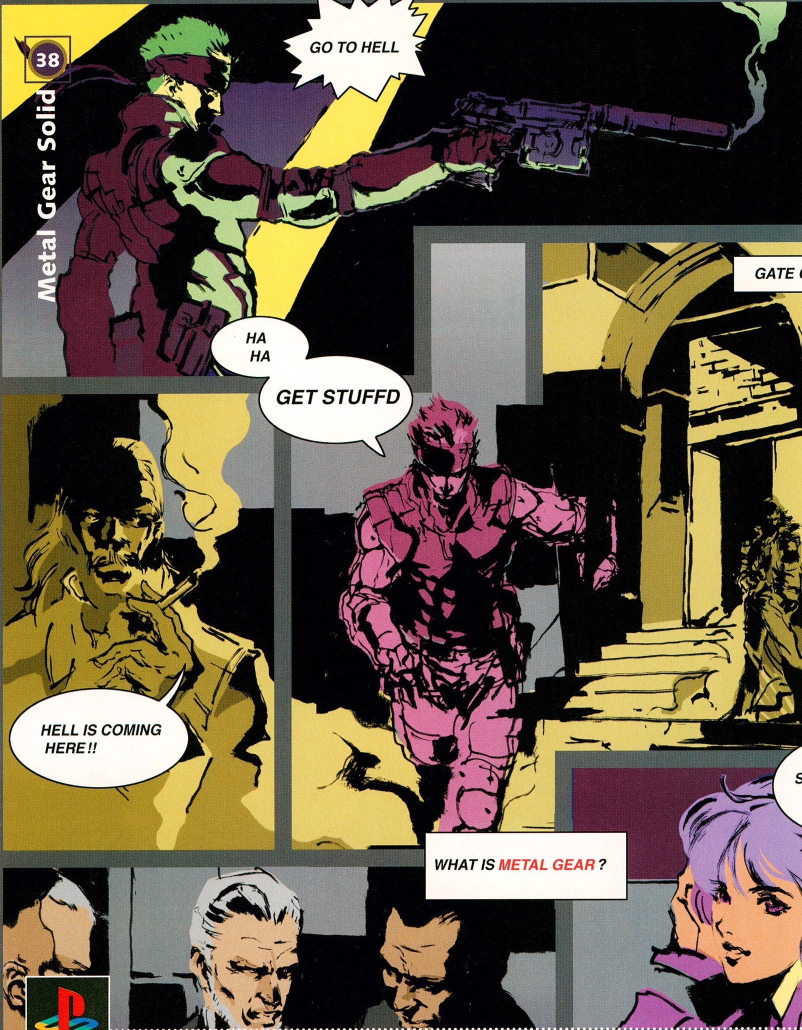
Lightning never strikes the same place twice. Unless, of course, you work on your aim.



From the creators of Tomb Raider and Fighting Force.

Remember, practice makes perfect. Especially when it comes to assassinating evil-ass enemies and forging through 10 levels of merciless traps and pitfalls. Lucky for you, Ninjahood comes equipped with an arsenal of weapons, magic and moves capable of inflicting the most unimaginable of horrors. Because in this ancient Japanese quest, the task set before you is mere survival.




GO TO HELL
HA
HA
GET STUFFD
GATE
HELL IS COMING HERE!!
WHAT IS METAL GEAR ?

Editor's Note: This is an actual Metal Gear Solid advertisement that appeared in Japan complete with unedited gibberish. The US text for MGS will be considerably more polished

...HEAVEN?
...D SNAKE
...Y?

Contents

Metal Gear Solid

Find out why this game made such a bang at E^3 as we take a long hands-on look at what may very well be *the* game to buy this fall.

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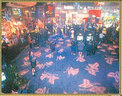
E^3 Aftermath



...And speaking of E^3, did Metal Gear Solid indeed turn out to be the game of the show? Plus, exclusive news and other show highlights.

100

Tomb Raider III

That's right, we've got the skinny on Lara's next adventure. What's new this time around? Find out in our hands-on preview.

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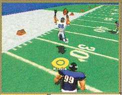
NFL Xtreme



989 Studios has beat Midway to the punch in the world of arcade-style PlayStation football. But how does it stack up to its arcade competition?

84

Vigilante 8 Strategy

This groovy game has quickly won the hearts of fans of vehicular combat. Check out our strategy, including extensive maps of each level!

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Letters

This month, we take a close look at *OPM*'s review system, with a little help from some disgruntled readers. And, can the public attend E^3?

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PlayStation News

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Sony announces that the Dual Shock controller will be packed in U.S. systems.

PlayStation
DUAL SHOCK

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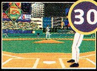
Who will claim the title of King of the PlayStation this month?



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Check out our complete list of upcoming PlayStation releases.

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In addition to Metal Gear Solid and Tomb Raider III, we dish out the dirt on Tomorrow Never Dies, Oddworld: Abe's Exoddus and Duke Nukem: Time to Kill.

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This month—in addition to NFL Xtreme—Road Rash 3D, Mortal Kombat 4 and Tomba! take their turns under the microscope.

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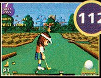
Tricks

Learn how to double the number of courses in Hot Shots Golf...sort of. And check out new cheats for Need for Speed III, Shadowmaster and Dragon Ball GT Final Bout.



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g.e.a.r.

Tote your gear from place to place—and look ultra high-tech doing it— in Interact's spiffy new backpack! Plus, a "touching" Star Wars classic revisited.

116

Demo Disc

Are you ready to enter the King of Iron Fist Tournament? Tape up those knuckles and take a turn at Tekken 3!

118

PlayStation
Jersey Devil

He's a revengeful little devil. And he wants payback from a mad scientist who tried to dissect him alive.

But you've got to jump, glide, punch and whip his tail through 12 levels to help him get even.

Meet the Jersey Devil.™ He's running loose in a huge 3-D environment full of mutant vegetables,

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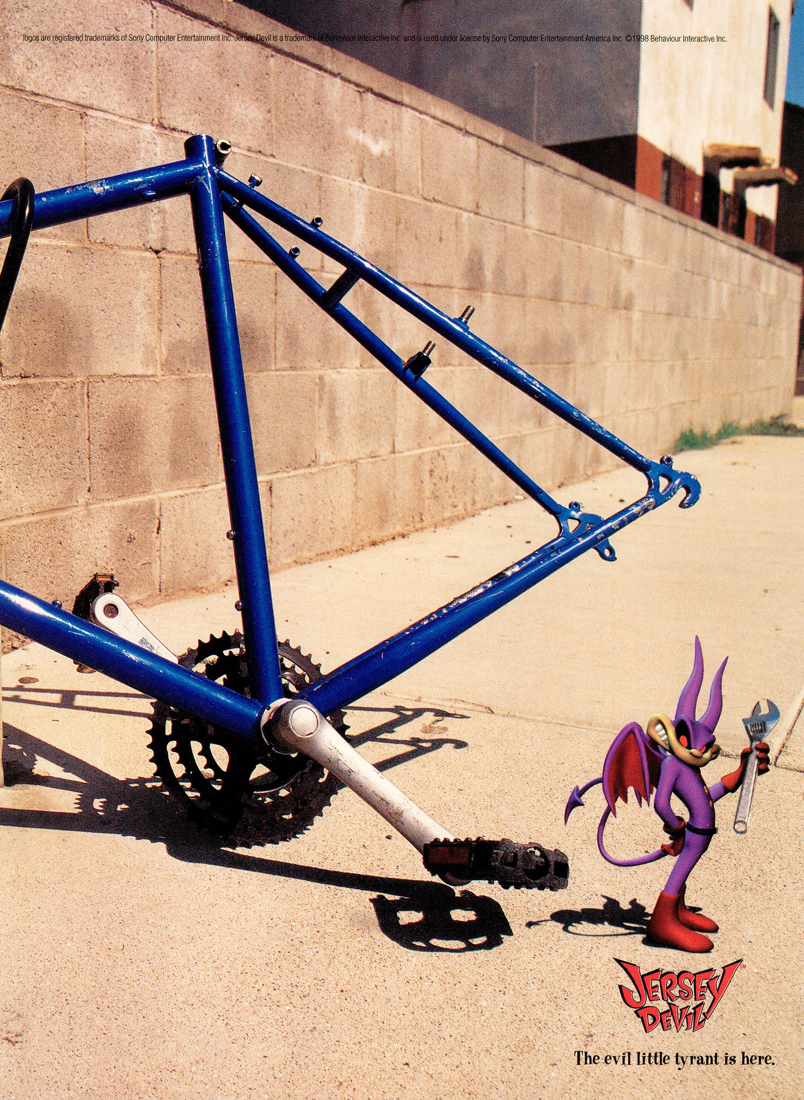
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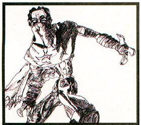
The evil little tyrant is here.

Letters

A glimpse into the demented minds of our readers



After receiving dozens of drawings from our artistic readership (most recently this fine sketch of Raziel from Legacy of Kain: Soul Reaver, sent to us over the Internet by Jennie Wilkes), we've decided that the time has come to put out the call for reader art. We're considering adding a page of reader paintings, drawings and sketches to this very section, but we'll need your help! Send in your best work—and those of you who have sent art in previously, no need to send it again; we've kept everything we've gotten thus far. The sooner we get a page's worth of great art, the sooner it will all get into the magazine, so get moving!

Ask and Ye Shall Receive

Dear *OPM*,

You guys @#$&*! rule! *[See how video games corrupt gamers? Such language... —Ed.]* I love the mag, and collect every issue and demo. Moving on, I have a question: What the heck ever happened to the game Rapid Racer? I haven't heard a word about a U.S. release. It seemed to do very well over in Europe. And back in late '96 Sony Computer Entertainment Europe was hype about the prospects of this game. So where is it?
Kevin Rockhold
krockhol@alert.alert.com

Well, Kevin, the reason you've not seen anything about Rapid Racer is that you've been looking under the wrong name! Rapid Racer has been renamed Turbo Prop Racing for its U.S. release. Sound familiar? It should; it's one of the playable games on this month's demo disc! How's that for answering a question?

Vulgar Video?

Dear *OPM*,

I was checking out your May '98 issue and stumbled upon the From the Editor column. When I read that I should not be surprised to see nudity in future games, I was positively dumbstruck. I asked myself, "Is this absolutely necessary?" I eventually came to the conclusion that, no, it isn't. Video games have become legends in the past and did not contain anything vulgar, nor do they need to.
Becky Hutchins,
Fairhaven, MA

No, video games surely don't *have* to have nudity. But the film industry, for example, has something for every taste. Is there any reason why gamers should not have a similar choice, especially now that more adults are buying games than ever before? Readers, what do you think?

Rant of the Month

Dear *OPM*,

I'm a big fan of your magazine, but when I picked up your issue with the SaGa Frontier review a while back, I was disappointed to see a bad score (well, not bad, but barely above average). I think this game was great! It was totally underrated. There are many reasons why people don't like SaGa Frontier; I know one of them is the non-linearity. Oh, you FFVII babies are scared to do a little exploring; nobody's telling you where to go! You've gotta use your brain in this game. And the graphics: OH NO, BAD GRAPHICS!! MUST BE A BAD GAME!! Well the graphics are actually BETTER than FFVII's; they are glitchless! I haven't seen that EVER! Also, another thing is the story line. So SaGa Frontier doesn't have the best story line. Well SaGa Frontier doesn't concentrate on story line, it concentrates on ROLE-PLAYING!! No story line, just a great RPG!!

What I'm saying is that I think because SaGa Frontier has been totally bashed we REAL RPGers are going to have to suffer by not getting the next in the series. More people should be discovering what an RPG is REALLY like!
Sean Karunaratne
via the Internet

Your letter brings up a couple of issues of particular interest to magazine editors everywhere. First of all, the rating system: Every magazine has a different system for rating reviews, and a different review philosophy besides. Some magazines use only the top 20 to 30 percent of their rating scale (which we find a bit odd, but whatever makes 'em happy...), which makes magazines like ours, which make use of the entire scale, often appear to be underrating some games. SaGa Frontier got a score of three and a half discs on a five-disc scale. That would translate to a 7.0 on a 10-point scale, a 70 on a fully used 100-point scale, or around a 90 percent or a B+ on an academic-style scale. That's pretty darned good. Not *great*, but better than around two-thirds of the other games out there. Certainly significantly better than average.

And then there's the issue of graphics versus gameplay: Our philosophy is that graphics can never make or break a game (check out our review of The Lost World if you need proof). But when the graphics actually get in the way of the game (as was the case in some of SaGa's battle scenes), that can detract from the score, especially if the game doesn't have a strong story.

The bottom line here is, we don't expect everyone to agree with our reviews, since different people find different things important. But we do have a consistent review philosophy. And we're stickin' with it!

Speak of the Devil...

Dear *OPM*,

There is a rumor that you can play as Kazuya in Tekken 3. Is that true?
eefpbrook@aol.com

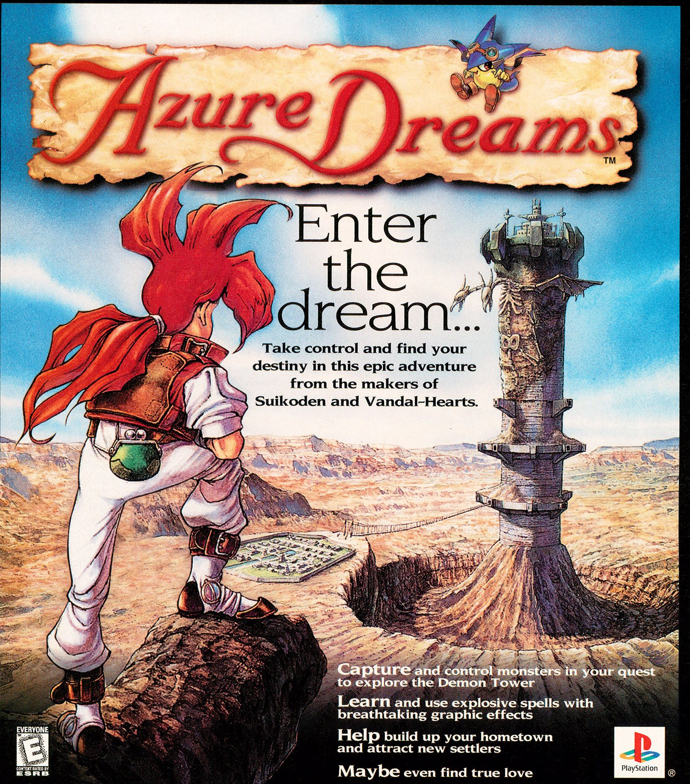
Well, we have yet to see solid evidence, but there has been some speculation among the less well-adjusted members of our office that he may, in fact, be in the game. Proponents of this conspiracy theory point to the photos shown on the table at the end of Eddy's closing cinema. They say those photos are of Kazuya, which would imply he's still tied in with the game. Others say it's just Jin with his hair slicked back. Let us know if you find him.

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine Suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the next Letters page.
We can't wait to hear from you.



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- **Capture** and control monsters in your quest to explore the Demon Tower
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PlayStation ®

Hunter

He's calling himself a hunter! You could get yourself killed taking the tower too lightly.

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1-900-896-HINT (4468) www.konami.com $ .95 per minute charge. $1.25 per minute support from a game counselor. Touch tone phone required. Minors must have parental permission before dialing. Hints are available 24 hours a day. Live support Monday - Friday 8:30am to 5:00pm CST only. Prices and availability subject to change. US accessibility only.

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Letters

A glimpse into the demented minds of our readers

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or nonworking demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's demo disc section.

More Reviews Woes

Dear *OPM*,

In the July issue under the Ratings at a Glance column, there is an obvious blunder of significant proportions. You gave Blasto a higher rating than Duke Nukem: Total Meltdown. Are you people absolutely, positively out of your minds? Did your mothers feed you too much meatloaf while you were growing up? Blasto is inferior to most everything, and Duke Nukem is a deeply moving and well-written saga of a man in search of his destiny. You have brought shame upon yourselves, your magazine and the journalistic profession in general. Here's what you can do to correct this horrible situation:

1. Eat some fish. It's brain food.
2. Sit in a quiet place for many hours and contemplate the universe and the meaning of life. See the big picture. Consider your place in the great scheme of things. As the official leaders of our gaming society, people look to you for guidance, direction and truth. Keep those legions of followers in mind as you go forward.
3. Appoint a key staff member—one with a good combination of IQ and practical sense (hire a temp if necessary)—and have that person play the games again and provide proper ratings. Blasto should get at most a two out of five, and Duke Nukem should get at least a four out of five. That's how you'll know the work has been done right.
4. Call your mothers and apologize for the way you have recently messed up your lives. Also take a strong stand against meatloaf.
5. Walk in shame, with your heads down, until the next issue of your great magazine is published. Then, with the corrected ratings announced to the world, you can walk like giants upon the Earth and greet all who meet you with a cheery smile as you feel that immensely warm inner sense of peace and justice.

Thank you for listening and proceeding to do better. We all make mistakes. What counts is learning from the experience and seeking the right pathways to follow in the future. You can do it! As a young sapling grows into a strong tree, so can people like you plant your roots firmly, reach upward toward the sky and present beauty and shelter to your fellow creatures.

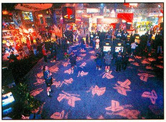
Your friend and subscriber,
Dennis N. Houston
via the Internet

Making our editors laugh out loud is a pretty good way to ensure your letter gets printed. Never before have we been insulted so eloquently and well. How could we keep such entertainment from our readers? Unfortunately, Dennis, the review scores will stand as they are. Duke Nukem: Total Meltdown, as interesting as it is, is still a relatively dated (and dated-looking) game in an extremely overdone genre; while Blasto, although possessing its fair share of problems, is at least somewhat more innovative and a lot less painful to look at. And let's keep in mind that the scores differed by only a half a disc; Duke got three and Blasto three and a half. And, once again, three discs is *not a bad score!* It's actually quite good. But feel free to insult us anytime. Just leave our mothers out of it.

Questionable Activities

Dear *OPM*,

I am trying to let the consumers of the world know that it IS possible for anyone to go to E^3. As long as you're over 18 and can make it to Atlanta, you'll be in Silicon Heaven, baby! All we did was send for information through the mail from an E^3 Web site, called the information number and ordered the tickets. While driving 12 hours from Chicago to Atlanta wasn't easy, it was worth every hot minute we spent in the car. When we took that first step into the Georgia World Congress Center, our dreams were realized. It was as wonderful as I had imagined it to be, and I'll be sure to make it to next year's. I just felt the need to share this joy with everyone. Thanks.



Scott Ruhl
Chicago, IL

Since this is sure to make the rounds on the Internet, we thought we'd try to set the record straight. According to the official Web site of the show, "E^3 is a trade event and only professionals from the industry will be allowed to attend." What this means is that in order to be allowed media access you need to show some proof that you are in some way affiliated with an industry publication, be it print or online. We're not sure how Scott managed to get in, but it probably involved fraudulent activities we don't want to know about, like printing up phony business cards. Sorry, folks.

Paying the Bills

Dear *OPM*,

I'll bet 50 bucks this letter won't get printed.
stew@dynasty.net

You lose.

Dear *OPM*,

I'll bet you this picture does not get printed!
David Hubrich,
New Lenox, IL

You win.

DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

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and check us out on
www.videogames.com

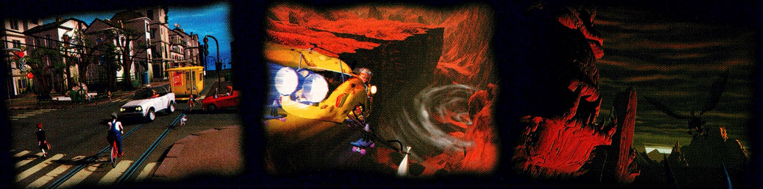
"SUPERB ANIMATION AND BREATHTAKING CINEMAS... LOOKS MORE LIKE THE PRODUCT OF A DISNEY STUDIO..."

- NEXT GENERATION

"SIMPLY STUNNING."

- GAMEPRO

INTRODUCING BREATHTAKING



Over 30 minutes of cinematics fluidly merge with gameplay in a thrilling storyline full of bizarre characters with a great sense of humor. Dedicated sound effects and an original score make Heart of Darkness an unforgettable gaming experience.

Experience intense action as you help young Andy fight through 8 huge levels and 175 different locations in a dark world filled with mystical mazes, exotic landscapes and evil enemies, in search of his best friend, Whisky.

TEEN T CONTENT RATED BY ESRB

PlayStation

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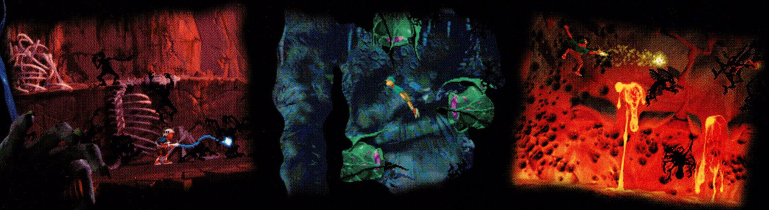
24-BIT COLOR ON PLAYSTATION®

HEART OF DARKNESS™

An Epic Adventure in a World Unlike Any Other



Unrepetitive! Every level looks different, requiring a new skill or strategy to find Whisky. 2000 frames of animation are used just for Andy, so he moves smoothly whether he's climbing, sneaking across a bridge or swimming through murky waters.

COMING THIS AUGUST

For more information call
1-800-INTERPLAY

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Created By

Tantrum™
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PlayStation
DUAL SHOCK
SONY

Sony Administers Shock Treatment

Sony announces a new configuration of PlayStation hardware, including a Dual Shock

Sony's biggest announcement at E³ was the introduction of the PlayStation 7000 series—the Dual Shock system configuration. With an MSRP of $149.95, the Dual Shock system began shipping June 16 and includes the PlayStation console, a Dual Shock controller and Sound Scope (the U.S. version of Baby Universe) which creates kaleidoscope and light patterns to CD audio.

The Dual Shock controller is being positioned as the standard controller for the PlayStation—this also adds value to the $149 price, as a Dual Shock controller is more expensive than the standard pad separately.

This is the first time since the launch of the system almost three years ago that a new peripheral has been added to the standard system configuration.

Some retailers now have the choice to bring the price of the older standard PlayStation hardware to as low as $129.95. However, there is no across-the-board price drop on the older configuration of hardware, so check with your local retailer beforehand.

A total of 32.8 million units of hardware have been shipped worldwide (11.5 million in Japan, 11.7 million in North America and 9.6 million in Europe) and 236 million units of software (108 million in Japan, 78.1 million in North America and 57 million in Europe). It's expected that this year, hardware shipments will total 18.5 million units worldwide.

The PlayStation 7000 series comes with the system, a Dual Shock and Sound Scope.

When we asked how many of you were going to purchase a Dual Shock Controller you said...

3,302	**Hell yes**
1,342	**No way, no how**
513	**lucky souls already had a Japanese Dual Shock**

*** SOURCE: videogames.com main poll results for June 5, 1998 ***

In Remembrance

Phil Hartman, voice of the heroic Captain Blasto, died May 28 at the age of 49. Reports indicated that he was allegedly shot by his wife, Brynn, at their home.

Hartman, who was also the voice of other characters such as McBain, Lionel Hutz and Troy McClure on *The Simpsons*, Jiji the Cat in Disney's release of Hayao Miyazaki's animated feature *Kiki's Delivery Service* also starred in *Newsradio* and this summer's *Small Soldiers*. His expert acting and voice acting abilities will be missed by all.

On the Road Again

The PlayStation truck will be stopping in the following cities in July and August:

68' PlayStation Truck will stop by:

Three Rivers Fest
Ft. Wayne, IN
7/11-7/19

Oswego Harborfest
Syracuse, NY
7/23

Three Rivers Regatta
Pittsburgh, PA
7/30-8/2

Musikfest
Bethlehem, PA
8/7-8/17

40' PlayStation Truck will be in the following cities:

July:
New York, NY
Philadelphia, PA
Boston, MA
Pittsburgh, PA

August:
Cleveland, OH
Detroit, MI
Indianapolis, IN
Chicago, IL

Look for PlayStation kiosks at:
Vans Warped Tour '98

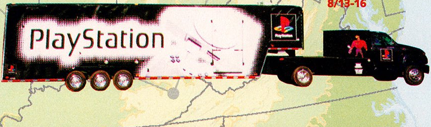
HORDE Festival 1998

Gatorage
June, July, August
Atlanta, New Orleans, Dallas

Swatch Goodwill Games
(part of the Global Pavilion)
Battery Park City, NY
7/19-8/1

MLB FanFest '98
Denver, CO
July

Comi-Con
San Diego, CA
8/13-16



Capcom Adds Rumble to Resident Evil

Capcom Entertainment will release two new versions of its hits Resident Evil: Director's Cut and Resident Evil 2 in September. Both titles will have Dual Shock support built-in, but there are additional enhancements as well.

Resident Evil: Director's Cut will have an extra CD which features "secret data" from the original REDC and RE2, giving players access to special weapons and hidden characters and exclusive movies. The soundtrack for the game has also been completely redone, with new, orchestrated tunes by Mamoru Samuragouchi. This new version will carry an MSRP of $39.95.

It is unlikely that the new version of REDC will have the uncensored opening cinema that was "accidentally" removed from the first Director's Cut in the United States.

Resident Evil 2 will have some extra features too. Two new modes of play have been added to the original: Easy and Extreme Battle Mode. Easy Mode starts you off with a rocket launcher and unlimited rockets (talk about blowing all the zombies to bits!). Extreme Battle Mode is a time-attack game with three levels of difficulty, based on ammo limitations and additional enemies. This mode is going to be much tougher than even the 4th Survivor in the original RE2. Resident Evil 2 will sell for an MSRP of $59.95.

Both games will be released in Japan on Aug. 6.

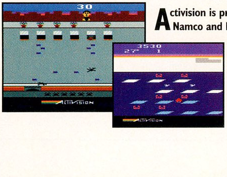
Shinji Mikami, the game's director, explained why they decided to release the Dual Shock versions of RE2. "We expected sales of Resident Evil 2 would top 3 million units, but right now it's only 2.3 million. We wondered what could be missing from the game, and that was the rumble feature."

Capcom's Yoshiki Okamoto explained about the company's prospects for the series. "We had only released two BioHazard (Resident Evil) games in the past four years. That's only because we don't have enough people working on development. We are now recruiting talented people to develop RE3."

SISA Changes to 989, Psygnosis Brings Microsoft, Activision Revives Classics

Sony Interactive Studios America has changed its name to 989 Studios (the company's address). It will continue PlayStation and PC development, but will become more independent from SCEA. Earlier this year, the company became a fully independent publisher. Titles the studio is responsible for include the highly successful NFL GameDay series, Jet Moto 2 and Twisted Metal 3.

Microsoft recently announced that it has signed an agreement with Psygnosis, granting Psygnosis the license to produce PlayStation versions of the company's top Windows titles. The first three titles to come to the PlayStation through this agreement are Age of Empires, Moto Cross Madness and Urban Assault. This is the first time Microsoft has allowed its titles to be published on a non-Windows gaming platform.



Activision is preparing a classics compilation like those from Namco and Midway. Activision Classics will be released for the PlayStation in October. It includes titles like Chopper Command, Grand Prix, Boxing, Crackpots, Fishing Derby, Freeway, Frost Bite, Sea Quest, Sky Jinx and Spider Fighting. The title is expected to retail for under $30.

PlayStation Owners SPEAK

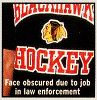
OPM takes it to the streets as we corner unwary customers at a local Babbages store.

1: What was the last PS game you bought?
2: What PS game are you looking forward to?
3: What is your favorite PS game of all time?

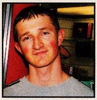
Jimmy Shields, 25
1: Monopoly
2: Mortal Kombat 4
3: Crash Bandicoot

Billy Clark, 12
1: Final Fantasy VII
2: Final Fantasy VIII
3: Final Fantasy VII

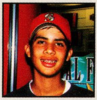
Larry Curtin, 25
1: Deathtrap Dungeon
2: Final Fantasy VIII
3: Final Fantasy VII


Face obscured due to job in law enforcement

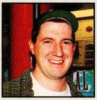
Joseph Melchiori, 28
1: Gran Turismo
2: Madden NFL 99
3: Diablo



Chris Miskiewicz, 18
1: NBA Live 98
2: NBA Live 99
3: NBA Live 98

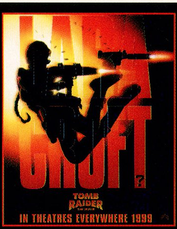


Carlos Gonzales, 15
1: Time Crisis
2: Mortal Kombat 4
3: Triple Play 99



Brian Finnegan, 26
1: F1 Championship
2: Tomb Raider 3
3: Resident Evil

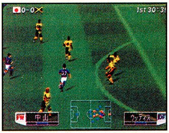
Dana Petroni, 34
1: Golden Nugget
2: Madden NFL 99
3: Madden NFL 98



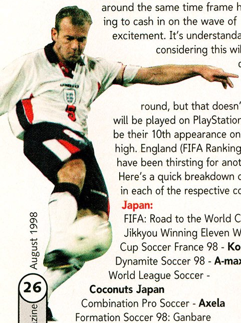
The *Tomb Raider* Movie is a year away, but this teaser poster has begun appearing in theaters.

World Cup Fever explodes onto PlayStations around the world

World Cup fever is gripping the entire world, except for the United States that is. As you can see by the Japanese and U.K. sales charts, EA's shrewd licensing of the mega event is paying big dividends with heavy competition coming in the form of Konami's own World Cup game scheduled to be released a few weeks from now. In Japan alone, there will be a total of six soccer titles competing around the same time frame hoping to cash in on the wave of excitement. It's understandable considering this will be their first appearance in World Cup competition. Japan (FIFA Ranking: 11) is expected to bested by semi-finals favorite Argentina (FIFA Ranking: 7) in the first round, but that doesn't mean they'll lose in the many games that will be played on PlayStations all across Japan. As for England, this will be their 10th appearance on the world stage and expectations are high. England (FIFA Ranking: 5) has actually won once (in 1966) and have been thirsting for another chance at the holy grail ever since. Here's a quick breakdown of available and soon to be available titles in each of the respective countries:



The U.S. version of Konami's ISS Pro 98 title will not have the World Cup license of its Pacific cousin.

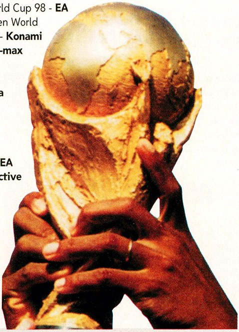


Japan:

FIFA: Road to the World Cup 98 - **EA**
Jikkyou Winning Eleven World Cup Soccer France 98 - **Konami**
Dynamite Soccer 98 - **A-max**
World League Soccer - **Coconuts Japan**
Combination Pro Soccer - **Axela**
Formation Soccer 98: Ganbare Nippon in France - **Human**

U.K.:

World Cup 98 - **EA**
FIFA: Road to the World Cup 98 - **EA**
Actua Soccer 2 - **Gremlin Interactive**
Three Lions - **Take 2**



Few have held the Cup that dreams are made of. Which national team will achieve global glory? Probably Brazil.

Import Game Request Winners

July Winner	*August Winner*
Francis Farkas	**David Oguni**
Milford, NH	**Marietta, GA**

Vote for your most-wanted PlayStation import games and you can have a chance to win a free video from Manga Entertainment (see p.120 for contest rules). Send your requests via e-mail, snail mail, fax or online to the addresses listed in the Letters section. **Do it now!**

Top 10

Readers' Import Request

Special thanks to the many readers who have responded to Import Game Request! Check out our international previews and tell us what you want!

1. **Final Fantasy VIII** Square - RPG
2. **Soul Caliber** Namco - Fighting
3. **Guilty Gear** Act Systemworks - Fighting
4. **Policenauts** Konami - Adventure
5. **Real Bout Special: Dominated Mind** SNK - Fighting
6. **Kitty the Cool** Imagineer - Rhythm/Reflex
7. **Chocobo's Mysterious Dungeon** Square - RPG
8. **Gran Turismo (Japanese version)** SCEI - Sports/Racing
9. **Tobal 2** Square - Fighting
10. **Debut 21** NEC - Simulation

Japan's Top 10 Selling PlayStation Games

ザ・プレイステーション

June sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

1. **Fifa: Road to the World Cup** EA - Sports/Racing
2. **World Stadium 2** Namco - Sports/Racing
3. **Parasite Eve** Square - RPG
4. **Tekken 3** Namco - Fighting
5. **Gran Turismo** SCEI - Sports/Racing
6. **Guilty Gear** Actsystem - Fighting
7. **Minna no Golf** SCEI - Sports/Racing
8. **BioHazard 2** Capcom - Adventure
9. **Tail Concerto** Bandai - Action/Adventure
10. **Shinseike Evangelion: Koutetsu no Girlfriend** Gainax - Adventure

1
Nepal 0
Japan 0
PHILIPS

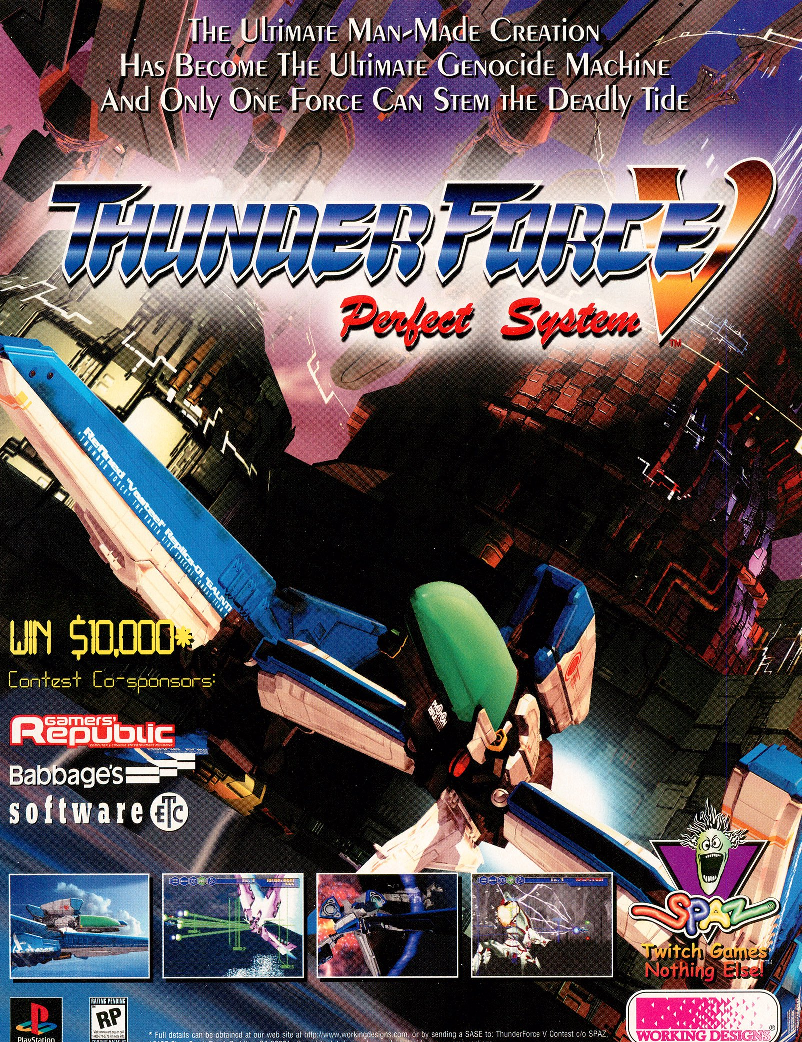
U.K.'s Top 10 Selling PlayStation Games

June sales rankings courtesy of Chart Track, ©ELSPA 1998:

ChartTrack

1. **Gran Turismo** SCEE - Sports/Racing
2. **World Cup 98** EA Sports - Sports/Racing
3. **Resident Evil 2** Capcom - Action
4. **Tomb Raider** (Platinum) Eidos - Action
5. **Tekken 2** (Platinum) Namco - Fighting
6. **Men in Black** Gremlin - Action
7. **Crash Bandicoot** (Platinum) SCEE - Platform/ Action
8. **Die Hard Trilogy** (Platinum) EA - Action, Shooting, Racing
9. **Micro Machines V3** (Platinum) Codemasters -Sports/Racing
10. **International Superstar Soccer** (Platinum) Konami - Sports/Racing

(Note: Platinum is the U.K. equivalent of Greatest Hits domestically.)


The Ultimate Man-Made Creation
Has Become The Ultimate Genocide Machine
And Only One Force Can Stem the Deadly Tide
THUNDER FORCE V
Perfect System
TM
Refined "Vasteel" Replica-01 "GAUNTLET"
WIN $10,000*
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PlayStation
RATING PENDING
RP
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CONTENT RATED BY ESRB

* Full details can be obtained at our web site at http://www.workingdesigns.com. or by sending a SASE to: ThunderForce V Contest c/o SPAZ, 18135 Clear Creek Road, Redding, CA 96001. Complete details are also available inside every game package.

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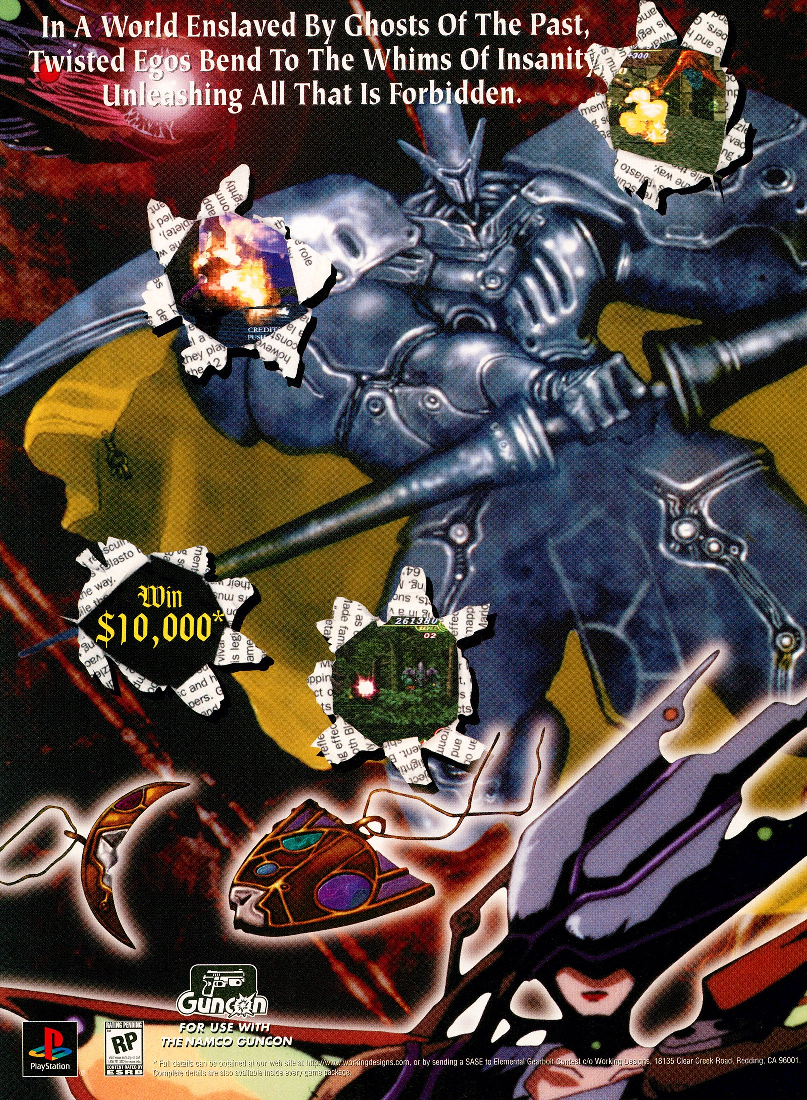
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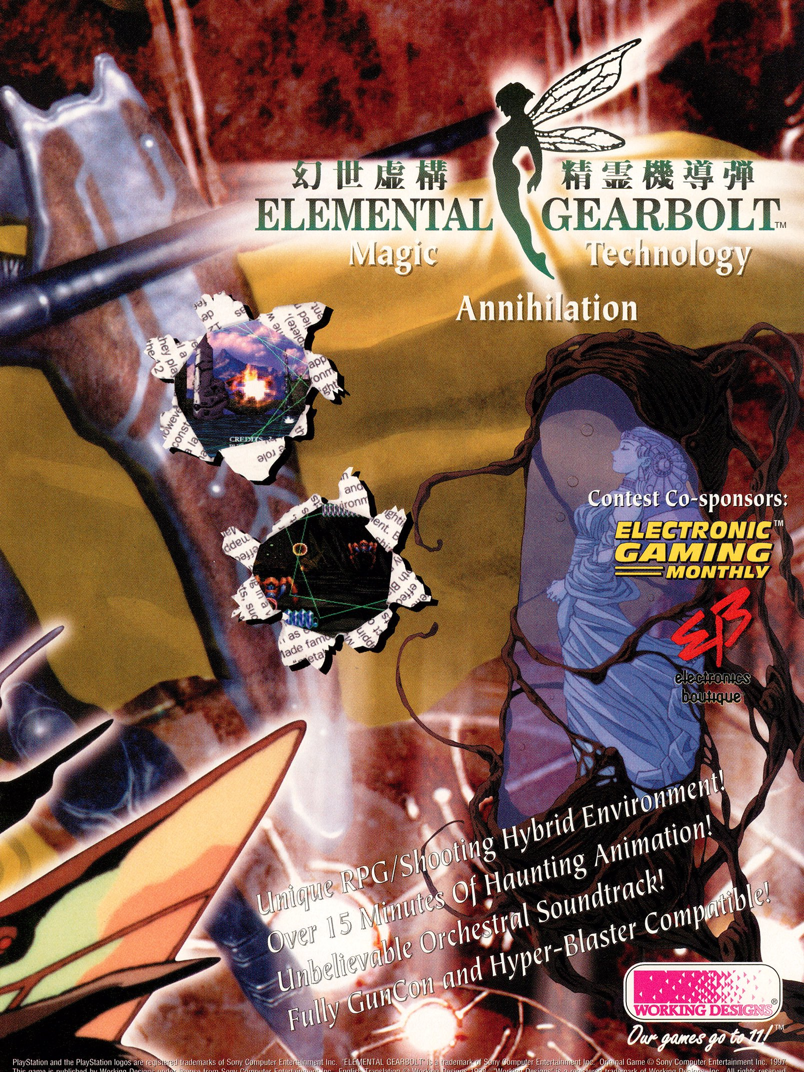
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Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers.

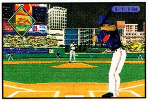
1 Need for Speed III

Publisher: Electronic Arts **Last Month:** 16
Genre: Sports/Racing **Release Date:** Mar. 1998

Ending Resident Evil 2's three-month reign of terror is Electronic Arts' third-generation racer Need for Speed III, up 15 spots from last month. But how will it fare against the greatest console racer of all time, SCEA's Gran Turismo?

2 Triple Play 99

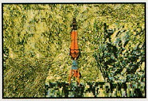
Publisher: EA Sports **Last Month:** 2
Genre: Sports/Racing **Release Date:** Mar. 1998



Holding steady at our number-two spot is Triple Play 99. But as the All-Star break approaches, will EA Sports' latest hardball simulation be able to fend off SCEA's MLB 99, which debuted this month at number eight?

3 Tomb Raider

Publisher: Eidos **Last Month:** 8
Genre: Action **Release Date:** Nov. 1996



After re-entering our Top 20 last month, Eidos' latest entry in the PlayStation Greatest Hits series rises five spots to number three. For a glimpse of Lara in the flesh, check out our E³ wrap-up, found later in this issue.

4 Resident Evil 2

Publisher: Capcom **Last Month:** 1
Genre: Adventure **Release Date:** Jan. 1998

Capcom's multi-million selling spine tingler may have dropped a few spots from last month, but we can assure you this one still has plenty of life, er, death left in it. Fans of the genre should check out this month's preview of Silent Hill.

5 WCW Nitro

Publisher: THQ **Last Month:** 5
Genre: Sports/Racing **Release Date:** Nov. 1997

Once again, WCW Nitro is the king of the PlayStation ring. With the impending release of WWF Warzone and WCW Live, based on Tomy's stellar Toukon Retsuden III engine, wrestling fans have plenty to cheer about.

6 Crash Bandicoot

Publisher: SCEA **Last Month:** 3
Genre: Action **Release Date:** Sept. 1996

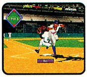
With the impending release of Crash Bandicoot: WARPED, we're looking at the very real possibility of having three Crash titles on the charts simultaneously. Heaven help us!

7 NBA Shoot Out 98

Publisher: SCEA **Last Month:** 4
Genre: Sports/Racing **Release Date:** Mar. 1998

Only hours ago from this writing, the Bulls shellacked the Jazz by 42 points in game 3 of the NBA Finals. Did Michael's knees and Dennis' thumb hold up for the remainder of the series?

8 MLB 99



Publisher: SCEA **Last Month:** —
Genre: Sports/Racing **Release Date:** April 1998

A host of improvements, most noticeably the game's revolutionary Spring Training Mode, Total Control Batting and Total Control Fielding, helped SCEA's latest hardball sim debut at number eight.

9 NASCAR 98

Publisher: EA Sports **Last Month:** 7
Genre: Sports/Racing **Release Date:** Sept. 1997

Clearly one of those "ever-green" titles that will continue to sell for the remainder of PlayStation's life, EA Sports' NASCAR 98 continues hum along at number nine.

10 Twisted Metal

Publisher: SCEA **Last Month:** 10
Genre: Action **Release Date:** Nov. 1995

Twisted Metal continues to hold firm at number 10. For the latest on Twisted Metal 3, including a rundown of the newest characters and battlegrounds, check out this month's preview.

11 2Xtreme

Publisher: SCEA **Last Month:** 12
Genre: Sports/Racing **Release Date:** Nov. 1996

OK, people, fess up—who keeps buying this turd? We want names, phone numbers and addresses! Despite the name, we can assure you there is nothing extreme about this one!

12 Jet Moto

CHECKPOINT

Publisher: SCEA **Last Month:** 13
Genre: Sports/Racing **Release Date:** Nov. 1996

This one, however, seems to age as gracefully as fine wine. Fans of futuristic racers definitely will want to check out Streak, created by the maker of Jet Moto 1&2, when it arrives this November.

Source: NPD TRSTS Video Games, April, 1998. Call them at (516) 625-2345 for questions regarding this list. Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, 1920 Highland Ave., Lombard, IL 60148 or e-mail us at: dan_peluso@zd.com or visit the *OPM* section on videogames.com

13 Tetris Plus

SELECT MODE

Publisher: Jaleco **Last Month: —**
Genre: Puzzle **Release Date: Oct. 1996**

Jaleco's very first entry in PlayStation's Greatest Hits series debuts at a respectable number 13. Could Punky Skunk be far behind? [Editor's note: make sure Gary starts getting more rest.]

14 Deathtrap Dungeon

Publisher: Eidos **Last Month: —**
Genre: Adventure **Release Date: April 1998**

Despite less-than-spectacular reviews (OK, the game got crucified), Deathtrap Dungeon hacked and slashed its way to our number 14 spot with the aid of some heavy television advertising.

15 Crash Bandicoot 2

Publisher: SCEA **Last Month: 14**
Genre: Action **Release Date: Oct. 1997**

SCEA's madcap marsupial drops a spot this month. Still, Crash has demonstrated he's got tremendous legs. What will become of him after Universal's arrangement with Naughty Dog expires?

16 NBA Live 98

Publisher: EA Sports **Last Month: 9**
Genre: Sports/Racing **Release Date: Sept. 1997**

As the basketball season comes to a close, this could be the last hurrah for EA Sports' latest round ball sim. All in all, a fine performance. Hopefully, NBA Live 99 is on its way.

17 Tekken

Publisher: Namco **Last Month: 20**
Genre: Fighting **Release Date: Nov. 1995**

Up two spots, Yoshimitsu and crew continue to kick ass and take names at number 18. For anyone interested, the winner of the office Tekken 3 tourney was (drum roll) *Expert Gamer*'s Mike Vallas. Congrats!

18 San Francisco Rush

Publisher: Midway **Last Month: —**
Genre: Sports/Racing **Release Date: April 1998**

Midway's graphically hobbled PlayStation conversion of its high-flying arcade racer seems to be selling respectably well on name recognition alone. Think how well it'd be doing if it were any good.

19 Bloody Roar

Publisher: SCEA **Last Month: 11**
Genre: Fighting **Release Date: Mar. 1998**

After debuting at number 11 last month, SCEA's and Hudson's paws and claws fighter seems to be taking an early bow. Still, not a bad run for this quirky little title.

20 Pitfall 3D

Publisher: Activision **Last Month: —**
Genre: Platform **Release Date: April 1998**

Pitfall Harry, we presume? Despite abysmal reviews, Activision's polygonal update of the archaic Atari side-scroller emerges from the wild, rounding out this month's *OPM* PlayStation Top 20.

namco Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Parasite Eve** Squaresoft's dark action/RPG wowed the crowds at E^3, and it'll do the same to you.
2. **Metal Gear Solid** May replace Resident Evil 2 as the most cinematic video game to date.
3. **Twisted Metal 3** This highly anticipated sequel wasn't present in playable form at the show. Booooo!
4. **Xenogears** This one almost didn't get a U.S. release at all until you, the *OPM* readers, spoke.
5. **Legacy of Kain: Soul Reaver** Last month's cover game may force people to rethink the power of PlayStation
6. **Tomorrow Never Dies** The bad news: it's been delayed until '99. The good news: it's gonna rock.
7. **Tomb Raider 3** For more on this one, check out this month's hands-on preview.
8. **Tenchu** U.S. publisher Activision is addressing camera and AI concerns to make Tenchu better than ever.
9. **Duke Nukem: Time to Kill** More than your average Tomb Raider clone, Time to Kill has style and attitude to burn.
10. **Messiah** David Perry himself will be showing us this one later this month. We can't wait.

*** Congratulations to our August Top 10 winner: David Howsley ***

David Oguni's Top 5

Our monthly contest winner's top five picks

1. **Tobal 2** This one is looking less and less likely each month, but it doesn't hurt to ask, David.
2. **Brave Fencer Musashi** For more on the origin of this game's title, check out this month's preview.
3. **G-Darius** Looks like the shooter is alive and well thanks to fans like Mr. Oguni.
4. **Chocobo's Mysterious Dungeon** Interesting game, but it probably will never come out here. Oh, well.
5. **Tales of Destiny** Old-school gamers definitely will want to give Namco's first major North American RPG a look.

Editors' Top 5

What we've been playing instead of working

1. **Hot Shots Golf** Arguably one of PlayStation's greatest multi-player titles, Hot Shots Golf continues to enthrall.
2. **Tekken 3** A cinch to learn, impossible to master, Namco's fighting masterpiece continues to wear out our thumbs.
3. **Tenchu** Kudos to Activision for picking up this Metal Gear-inspired ninja sim from the Land of the Rising Sun.
4. **Silent Hill** Wat was virtually glued to this one at E^3. Is it a potential Resident Evil killer?
5. **Road Rash 3D** Din's been at this one so long, he's got saddle sores.

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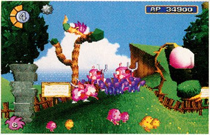

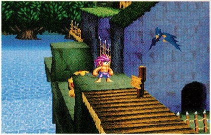

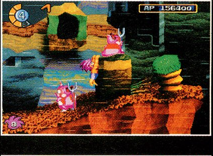

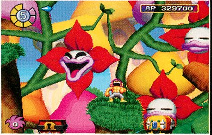

Evil pigs. Hidden paths. Enchanting worlds. And man-eating plants. Can you believe what Tomba™ has to go through to conquer the evil swine? Fortunately, he's got a bunch of weapons and tons of spunk. Tomba's here. And it's the first wild action game with role-playing adventure mixed in, too. (You'll love Tomba even more than a BLT on rye.)

TOMBA!™

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Coming Soon

Compiled by John Stockhausen

August

Bass Masters Classic: TE	THQ	Sports/Racing
Brunswick Circuit Pro Bowling	THQ	Sports/Racing
C & C Red Alert: Retaliation	Westwood Studios	Strategy
C: The Contra Adventure	Konami	Action
Cardinal SYN	989 Studios	Fighting
Circuit Breakers	Mindscape	Sports/Racing
Eliminator	Psygnosis	Action
Golden Goal Soccer	Take 2	Sports/Racing
HardBall 6	Accolade	Sports/Racing
Heart of Darkness	Interplay	Adventure
IS Soccer Pro '98	Konami	Sports/Racing
Pocket Fighter	Capcom	Fighting
Sentinel Returns	Psygnosis	Strategy
Shadow Gunner	Ubi Soft	Action
Silhouette Mirage	Working Designs	Action
Small Soldiers	EA	Action
Spice World	Psygnosis	Music Sim
Team Losi RC Racing	Fox Interactive	Sports/Racing
Unholy War	Crystal Dynamics	Action
Viper	Infogrames	Action

September

Battleship	Hasbro Interactive	Simulation
Capcom Generations: 1942	Capcom	Compilation
Capcom Generations: G&G	Capcom	Compilation
Deception 2: Castle of Deception	Tecmo	Adventure
Devil Dice	THQ	Puzzle
Duke Nukem: Time to Kill	GT Interactive	Action
Earthworm Jim 3	Interplay	Action
Fox Sports Interactive Hockey	Fox Interactive	Sports/Racing
Fox Sports Interactive Tennis	Fox Interactive	Sports/Racing
G. Darius	THQ	Action
International Rally Championship	THQ	Sports/Racing
Kula World: Mind Bending Madness	Psygnosis	Action
L.A.P.D. 2100	EA	Action
Lunar:Silver Star Story Complete	Working Designs	RPG
Madden NFL 99	EA	Sports/Racing
Master of Monsters	ASCII	Strategy
Mega Man Legends	Capcom	Action
Motorhead	Fox Interactive	Sports/Racing
NCAA Football 99	EA	Sports/Racing
NFL Blitz	Midway	Sports/Racing
NFL GameDay 99	989 Studios	Sports/Racing
Ninja	Eidos	Action
Parasite Eve	Square EA	RPG
Poy Poy 2	Konami	Action
Rival Schools	Capcom	Fighting
Rosco McQueen	Psygnosis	Action
Spyro The Dragon	SCEA	Action
Tales of Destiny	Namco	RPG
Tiger Woods 99	EA	Sports/Racing
TOCA Touring Car Championship	3DO	Sports/Racing
Trap Gunner	Atlus	Strategy
Wheel of Fortune	Hasbro Interactive	Simulation
Wild 9	Interplay	Action
Wreckin' Crew	Mindscape	Racing

October

Activision Classics	Activision	Compilation
All-Star Tennis 99	Ubi Soft	Sports/Racing
Black Bass with Blue Marlin	Hot B	Sports/Racing
Bomberman World	Atlus	Action
Centipede	Hasbro Interactive	Action
Contract	Psygnosis	Action
Cool Boarders 3	989 Studios	Sports/Racing
DarkStalkers 3	Capcom	Fighting
Dead Unity	THQ	Action
F 1 Racing Simulation	Ubi Soft	Sports/Racing
Fifth Element	Activision	Action
Formula 1 98	Psygnosis	Sports/Racing
Invasion from Beyond	GT Interactive	Action
Jeopardy!	Hasbro Interactive	Simulation
Legacy of Kain: Soul Reaver	Crystal Dynamics	Action
MediEvil	SCEA	Fighting
Metal Gear Solid	Konami	Action
Moto Racer 2	EA	Sports/Racing
National Hockey Night	Radical Entertainment	Sports/Racing
NBA Tonight	Radical Entertainment	Sports/Racing
NCAA Gamebreaker 99	989 Studios	Sports/Racing
NHL FaceOff 99	989 Studios	Sports/Racing
Penny Racers	THQ	Sports/Racing
Rogue Trip	GT Interactive	Action
Rush America	Midway	Sports/Racing
S.C.A.R.S.	Ubi Soft	Action
Star Trek: Klingon Academy	Interplay	Adventure
Tenchu	Activision	Action
Test Drive 5	Accolade	Sports/Racing
Uprising X	3DO	Action
VR Football 99	Interplay	Sports/Racing
X Games Pro Boarder	Radical Entertainment	Sports/Racing
Xenogears	Square EA	RPG

Future Releases

Akuji the Heartless	Crystal Dynamics	Action
Alien Resurrection	Fox Interactive	Action
Aliens vs. Predator	Fox Interactive	Action
Apocalypse	Activision	Action
Armored Core: Project Phantasma	ASCII	Action
Asteroids	Activision	Action
Brave Fencer Musashi	Square EA	RPG
Bushido Blade 2	Square EA	Fighting
Bust A Groove	989 Studios	Music Sim
Capcom Gen SF 2 Collection	Capcom	Compilation
Clock Tower II	ASCII	Adventure
Colony Wars: Vengeance	Psygnosis	Action
Crash Bandicoot: Warped	SCEA	Action
Croc 2	Fox Interactive	Action
G Shock	Konami	Action
Jeff Gordon Racing	ASC Games	Sports/Racing
Kensai - Sacred Fist	Konami	Fighting
Knockout Kings	EA	Sports/Racing
Messiah	Interplay	Action
Nascar 99	EA	Sports/Racing
NHL 99	EA	Sports/Racing
OddWorld: Abe's Exoddus	GT Interactive	Adventure
ODT	Psygnosis	Adventure
Psybadek	Psygnosis	Action
Rally Cross 2	989 Studios	Sports/Racing
RC Stunt Copter	Midway	Action
Rugrats	THQ	Action
Shao Lin	THQ	Fighting
Silent Hill	Konami	Adventure
StarCon	Accolade	Action
Streak	GT Interactive	Action
Syphon Filter	989 Studios	Adventure
Tail Concerto	Bandai	Adventure
Test Drive: Off Road 2	Accolade	Sports/Racing
Thrill Kill	Virgin	Fighting
Tomb Raider 3	Eidos	Adventure
Twisted Metal 3	989 Studios	Action
WCW/NWO Live	THQ	Action
X-Files Game	Fox Interactive	Adventure
Xena	Universal Interactive	Action

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

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Virgin INTERactive

actual in-game character shots

Sadistic four-player fighting

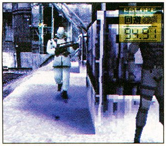
thrill kill™

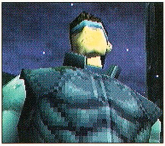
Coming Fall 1998

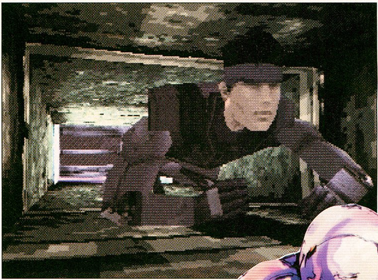
Theme	Action	**# of Players**	1
% Complete	40%	**Availability**	October
Publisher	Konami	**Developer**	Konami

Metal Gear Solid

Solid Snake turns up the heat in "Hotlanta"

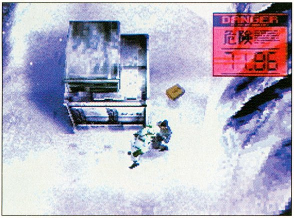


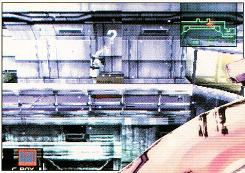


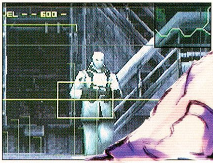


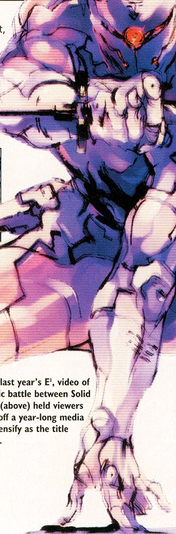
As expected, Konami's highly anticipated Metal Gear Solid was, for the second year in a row, the talk of E³. A co-marketing announcement between Konami of America and Sony Computer Entertainment America (SCEA) was front page news for *Show Daily*, a slickly produced *Variety*-style newspaper handed out each day of the show. (Yes, E³ is so huge, it has its own newspaper!) In Konami's fortress-like booth (see sidebar), show attendees clamored for a first-hand look at the title they've heard and read so much about over the past year. SCEA, eager to call attention to PlayStation's latest "killer app," also granted Konami's ground-breaking title a sizable piece of real estate in their block-long display.

New information pertaining to the title was hard to come by—security is so tight, Konami of America employees have to travel all the way to Japan to see the latest levels—but we did a little digging and came up with some interesting facts. First, the Japanese version of the game is approximately 95 percent complete! The laborious task of recording English dialogue is scheduled to begin the week of this writing and is expected



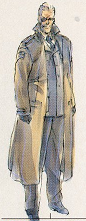




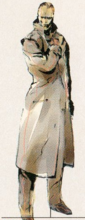


At last year's E³, video of a cinematic battle between Solid Snake and Ninja (above) held viewers spellbound, kicking off a year-long media frenzy that's sure to intensify as the title nears completion (shudder).

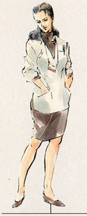
The cast and characters



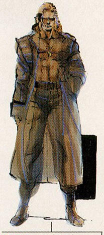
Name: "Big Boss"
Description: Powerful government agent calling the shots



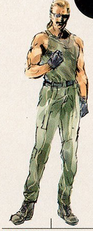
Name: Decoy Octopus
Description: Foxhound's deadly master of disguise



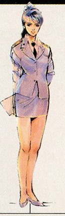
Name: Dr. Naomi
Description: Advises Solid Snake on biology and chemistry



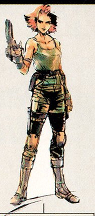
Name: Liquid Snake
Description: Leader of rogue Foxhound team, Solid Snake's equal



Name: Master Miller
Description: Possibly a base employee caught in the crossfire

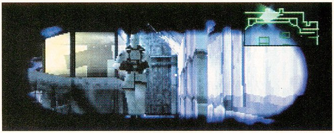


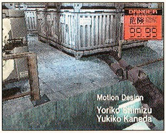
Name: Mei Ling
Description: Designer of Snake's communication and radar equipment



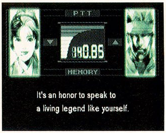
Name: Meryl Silverburgh
Description: Storage facility guard, aids Solid Snake in his mission

While hiding inside a cardboard box, you can peep through the handles by switching to the first-person perspective.





Motion Design
Yoriko Shimizu
Yukiko Kaneda



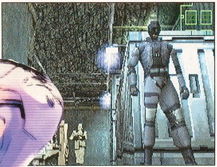
It's an honor to speak to a living legend like yourself.

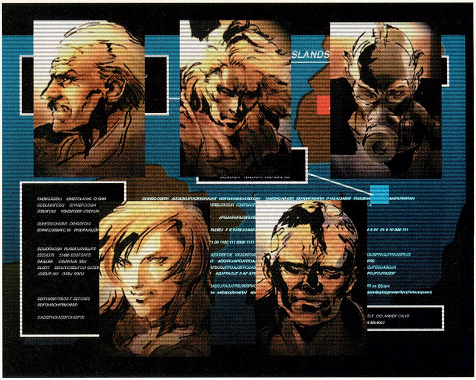
to last 11 days. We saw the script during a post-show visit to Konami's new Redwood City, Calif. office, and it's huge. At over 100,000 words, it's five or six times the size of an average Hollywood screenplay! Veteran anime and Saturday-morning cartoon voice talent have been recruited to bring the game's characters to life. Cognizant of its importance with hardcore gamers, Konami insists Metal Gear Solid's voice acting will surpass their best efforts to date, including cult favorite Snatcher.

OPM also learned that Sony's Dual Shock controller will be required for maximum enjoyment of the game. The controller's force-feedback function, in particular, will play a significant role in Metal Gear. When Solid Snake chokes a guard from behind, for instance, the controller vibrates to simulate the guard's attempt to break free. According to Konami, the effect will be used in far more innovative ways, too, but refused to comment any further.

Rather than uncompressed "red book" audio, Metal Gear Solid will have a computerized MIDI soundtrack. This decision was made by the design team for two important reasons: MIDI music takes up far less disc space and can be far more dynamic and adaptive than red book. Like Gex: Enter the Gecko's and Blasto's soundtrack, Metal Gear's music will change to correspond with on-screen events, becoming more or less frantic. New instrumentation also can be added at any point without missing a single beat.

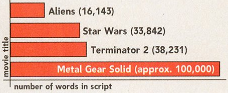
Konami also laid to rest rumors that SCEA wanted all cigarette smoking removed from the U.S. version of Metal Gear Solid. As you may recall from our last preview, Solid Snake lands on Shadow Moses Island, site of the current nuclear crisis, with nothing more than a pair of binoculars and a pack of smokes. (In an early cinema, Snake explains to a disgusted Dr. Naomi how he smuggled them along on the mission inside his stomach. Yuck!) While the cigarettes are said to serve a particular purpose later in the game, Snake is free to fire one up at any time, violating a





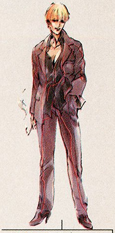
Hollywood Humbled

A look at how Hollywood's best films stack up against the PlayStation's hottest game in a war of words.

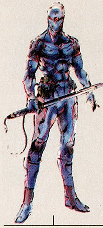


Metal Gear Solid (cont.)

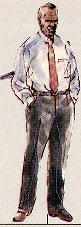
More of Metal Gear's Cast



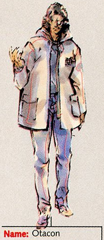
Name: Natasha Romanenko
Description: Possible pilot of the Hind D?



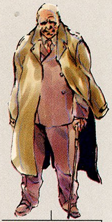
Name: Ninja
Description: Deadly assassin with optically cloaking camouflage.



Name: Donald Anderson
Description: DARPA chief and Foxhound hostage



Name: Otacon
Description: Possibly another specialist who advises Solid Snake.

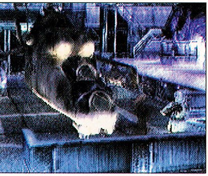


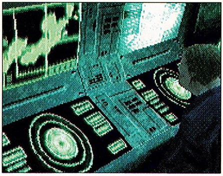
Name: Kenneth Baker
Description: President of Armstech and Foxhound hostage.

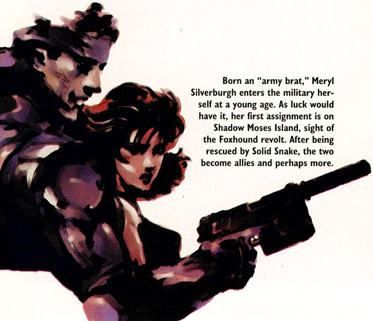
long-standing SCEA policy against cigarette smoking in PlayStation titles. (Remember how Capcom had to remove the shot of Chris Redfiled smoking in Resident Evil's live-action character bios?) Since smoking slowly depleats Snake's life (an inside joke, perhaps?), players are discouraged from lighting up without good reason.

The show version's subtitled cinemas shed new light on Solid Snake's persona. Like the majority of anime or manga action heroes, Snake is a man of few words. (You frequently see "..." during Snake's conversations, indicating thoughtful pauses on his part.) He's also a rougish fellow who likes to flirt with the ladies. When speaking with Mei Ling, designer of his communications and radar equipment, Snake remarks that he "didn't expect a world-class designer of military technology to be so cute." Squeeling with delight, Mei responds that she "can't believe [she's] being hit on by the famous Solid Snake." Aside from providing a bit of comic relief, Mei serves as the save function within the game, meaning Snake will contact her often. Both bark more than bite, the two seem to share a sort of Bond/Moneypenny relationship. Far more sexually charged are Snake's conversations with Dr. Naomi, who strip searched the legendary commando before he embarked for Alaska. After an indignant Solid Snake complains about the unorthodox procedure, the good doctor promises to "let [Snake] do a strip search on [her]" if he can make it back in one piece. Judging from the tone of her voice, her remark was more than just playful banter.

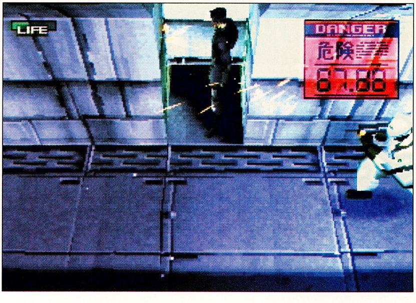
Obviously, Metal Gear Solid is aimed at a predominately older audience, who have long yearned for more mature console titles. RPGs such as Squaresoft's landmark Final Fantasy VII have already pushed the boundaries of acceptable dialogue and subject matter and Metal Gear will push them further. In addition to Metal Gear's smoking, violence and sexual innuendo, the game also will have a mature anti-war theme. While PC gamers have enjoyed such subject matter for years, games like Metal Gear Solid have been long in coming for console gamers. Konami probably needn't worry about corrupting the minds of the very young, anyway; the game's sophisticated gameplay, which emphasizes stealth over direct confrontation, doesn't really cater to pre-teen audiences who are far more at home playing linear platform titles like Crash Bandicoot. Indeed, many adult E^3 attendees were slow to grasp the concept, dying quickly and frequently because they attempted to play Metal Gear Solid like a traditional video game. Fortunately, the designers have included plenty of in-game

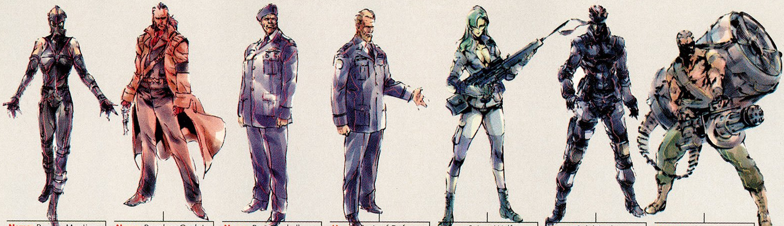






Born an "army brat," Meryl Silverburgh enters the military herself at a young age. As luck would have it, her first assignment is on Shadow Moses Island, sight of the Foxhound revolt. After being rescued by Solid Snake, the two become allies and perhaps more.





Name: Psycho Mantis
Description: Foxhound member with powerful psychic abilities.

Name: Revolver Ocelot
Description: Specialist in interrogation and formidable gunfighter.

Name: Roy Cambell
Description: Former Foxhound commander, instructs Solid Snake.

Name: Sect. of Defense
Description: Has disavowed all knowledge of Solid Snake's mission.

Name: Sniper Wolf
Description: Foxhound's beautiful and deadly sharpshooter.

Name: Solid Snake
Description: Genetically enhanced soldier sent to end the nuclear crisis.

Name: Vulcan Raven
Description: Foxhound's heavy weapons specialist and shaman.

tutorials, explaining everything from how to save your progress to how to distinguish Solid Snake's radar signature from the guards', to lead less experienced gamers (and anyone who despises instruction manuals) through the earliest stages.

While admittedly brief, the Metal Gear Solid demo included on this month's demo disc does showcase the quality of the game's real-time cinemas. (Remember, those are in-game character models and backgrounds you're eye-balling.) You also get a small taste of Metal Gear's haunting, movie-calibre soundtrack, sure to be a hot import item when it hits stores in Japan. If all goes according to plan, we'll include one more non-playable demo on an upcoming disc before giving you the opportunity to take control of Solid Snake. While we realize you'd like to play the game tomorrow, we have to follow Konami's strict time table, on par with *Godzilla*'s pre-release hype and secrecy. Unlike TriStar's screeching iguana monster, however, Metal Gear Solid is virtually guaranteed not to disappoint.

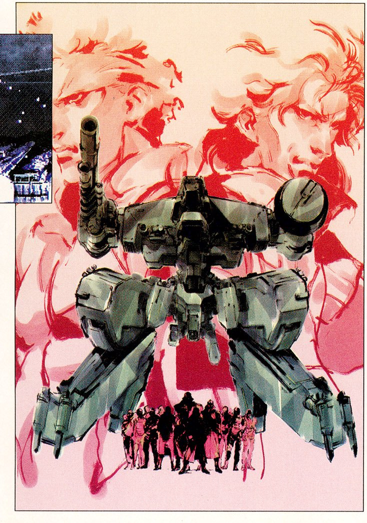
—Gary Mollohan

Foxhound Special Forces

Code-named Space Seals, Foxhound is the designation for a high-tech special ops group; founded in the 1990s, to combat local rebellions, terrorist activities and other small-scale uprisings. Its existence is kept as low profile as possible.

In the early 21st century its members underwent gene therapy in an effort to produce enhanced soldiers. Their motives in occupying the Alaskan base are not clear. Their demands however are: Comply with all Foxhound's orders (not yet stated) or subject the world to nuclear winter.

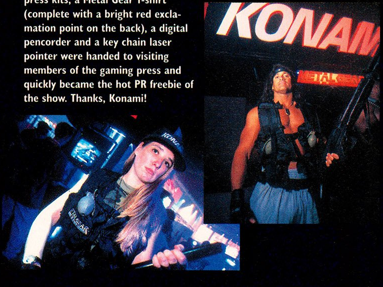
—excerpted from Konami promotional material



Show of Force

Equipped with guard towers, simulated electronic eyes and a mammoth video wall, Konami of America's fortress-like booth was the most explosive at E³—literally. At the conclusion of an impressive video display trumpeting Konami's 1998 product lineup, four pyrotechnic charges detonated overhead in rapid-fire succession—a trade-show first! As you can well imagine, local fire marshals were less than enthusiastic about Konami's display, which occurred hourly all three days of the show. No less than six of them arrived en masse to check for possible safety violations. Booth girls in riot gear gave visitors a crash course in how to play Metal Gear Solid, while actors dressed as characters from the game patrolled the booth's perimeter.

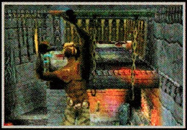
Continuing the espionage theme, attache' cases containing digital press kits, a Metal Gear T-shirt (complete with a bright red exclamation point on the back), a digital pencorder and a key chain laser pointer were handed to visiting members of the gaming press and quickly became the hot PR freebie of the show. Thanks, Konami!



PlayStation
RATING PENDING
RP
CONTENT RATED BY
ESRB
Call 1.800.771.3772 for
Game Rating Information

In the land of Mamora, a corpse's nostrils and mouth are sewn shut, its knees and big toes tied, and a lullaby is whispered into the dead body's ear.

sometimes death is just the beginning



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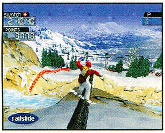
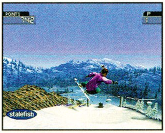
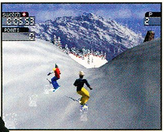
Theme Sports/Racing	**# of Players** 1-2
% Complete 90%	**Availability** November
Publisher 989 Studios	**Developer** 989 Studios

Cool Boarders 3

989 Studios stellar shredfest returns







Terrain is more wide open in Cool Boarders 3, thanks to an all-new game engine.

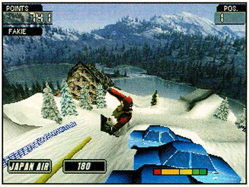
To put it mildly, there were a lot of snowboarding games at this year's E³. Not counting the ones we saw for N64 and PC CD-ROM (and there were plenty of 'em), we spotted at least four or five for PlayStation, including ESPN's X Games Pro Boarder, Ocean's Snow Racer and Accolade's Big Air. And when you consider such fantasy boarding titles as Psygnosis' Psybadek and GT Interactive's Streak, the number quickly swells to over half a dozen!

Among all the newcomers that'll be clamoring for shelf space later this year is the third installment of the game that launched the PlayStation snowboarding craze, Cool Boarders.

In Cool Boarders 3, players can race in six World Class events—including Downhill, Slalom and fan-favorite Boardercross—or compete in tricks competions while boarding in the Half Pipe, Big Air and Slope Style events.

Another series' first, gamers can now engage in Road Rash-style combat while racing down the mountain, which should make multirider events like Bordercross even more challenging!

After selecting one of 23 authentic Burton, Swatch and Ride snowboards, players are free to journey to five challenging mountains—Powder Hill, Mt. Koji, Devil's Butt, Alps and Mt. Everest. The game's 32 unique courses are more wide open than ever before, shedding the claustrophobic, "Death Star trench" feel that characterized most of Cool Boarders 1's & 2's courses. There are even hidden Avalanche and Tree Run courses, which throw a number of treacherous physical hazards at the player and demand nothing short of flawless control.

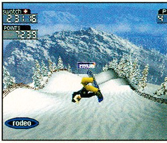


Grind across deep chasms and perform other death-defying stunts in Cool Boarders 3.

Tricks, as always, play an integral part in Cool Boarders 3. Players can perform 34 motion-captured maneuvers, including Front Side 540's, Tailgrabs, Back Side Ally-Oops and Rodeo Flips.

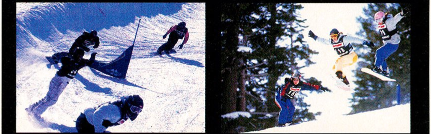
The biggest change in the game, however, is one that many fans of the series may not even realize; relieving UEP Systems (maker of Cool Boarders 1&2) of their development chores is Idol Minds, LLC. Keeping a watchful eye over the project is 989 Studios (formerly Sony Interactive Studios America), who'll be bringing their extensive motion-capture experience to the game.

—Gary Mollohan



Unlike previous installments in the series, Cool Boarders 3 will have motion-captured tricks created with the aid of professional boarders.

Snow Rash 3-D?



One of the new events in Cool Boarders 3 is the exciting Boardercross, best described as a combination of motocross and rollerderby. With multiple riders on the course at the same time, things can get pretty wild. Unlike the real-life event, which we witnessed earlier this year at the Vans Championships of Snowboarding, Cool Boarders' racers will be able to slug it out Road Rash-style as they hurtle down the mountain.

Powerful automatic weapons must be kept out of the wrong hands hese are definitely the wrong hands.

- Over 40 sinister enemies to engage.
- Four main characters to control.
- 16 spells, four deadly weapons, and endless fighting combos to master.
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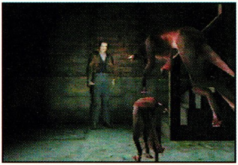
Theme Action	**# of Players** 1
% Complete 20%	**Availability** November
Publisher Konami	**Developer** Konami

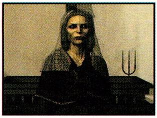
Silent Hill

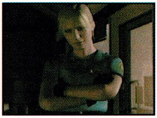
Evil has found a new place of residence.

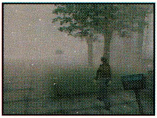
There's something very, very wrong here. First of all, your daughter is missing and the town you go looking for her in is deserted. There's blood everywhere and skinless midget zombies are gnawing at your kneecaps. As if things aren't weird enough, your perception of reality is going south, which is appropriate because the town itself is said to be turning into hell itself.



It sounds like the latest Stephen King novel, but it's actually Konami's take on the gothic horror genre. Silent Hill may draw comparison to Resident Evil, but it looks like it will carve out its own place in the world of survival horror. One of the main distinctions between the two are the movies that serve as inspirations for the games. Capcom's title followed in the footsteps of flicks like *Night of the Living Dead* and *Jaws* while Konami's team seems to have watched a lot of *Jacob's Ladder* and *The Shining*. There's an unmistakable nightmarish quality to Silent Hill that gets under your skin and creates plenty of tense gameplay moments. One of the differences that have been noted is the fact that enemies will sometimes not give away the fact that they are nearby. This presents some heart-stopping exchanges since there are many areas where your only light source is a flashlight.





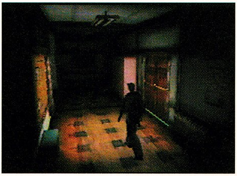


Konami insists that the fog in the main areas of the game is not due to system kimitations, but for atmosphere.

The biggest difference between the two horror games is the fact that RE used prerendered backgrounds and fixed camera angles while SH has real-time 3D background with a floating camera. This gives SH a huge edge in creating a greater immersive experience.

To top all of this off, SH has the most incredible CG cinemas that show a great emotional range in character's facial expressions and their body movements. We're intrigued by this Silent Hill, so you can expect a lot more on it soon.

—Wataru Maruyama



There are many areas where the only source of light will come from your flashlight. Spooky.

Details Tell The Story

The quality of the CG cinemas is remarkable considering this is Konami's first extensive use of them in a game. The level of detail achieved in the facial expressions of the characters reveal true emotions and advance the story without saying a word. Bravo Konami!

Where Zombie Babies Come From

In Silent Hill, you'll encounter disturbing baby/midget zombies. Presented here exclusively by OPM is their origin.

Dancing Baby from Ally McBeal

+

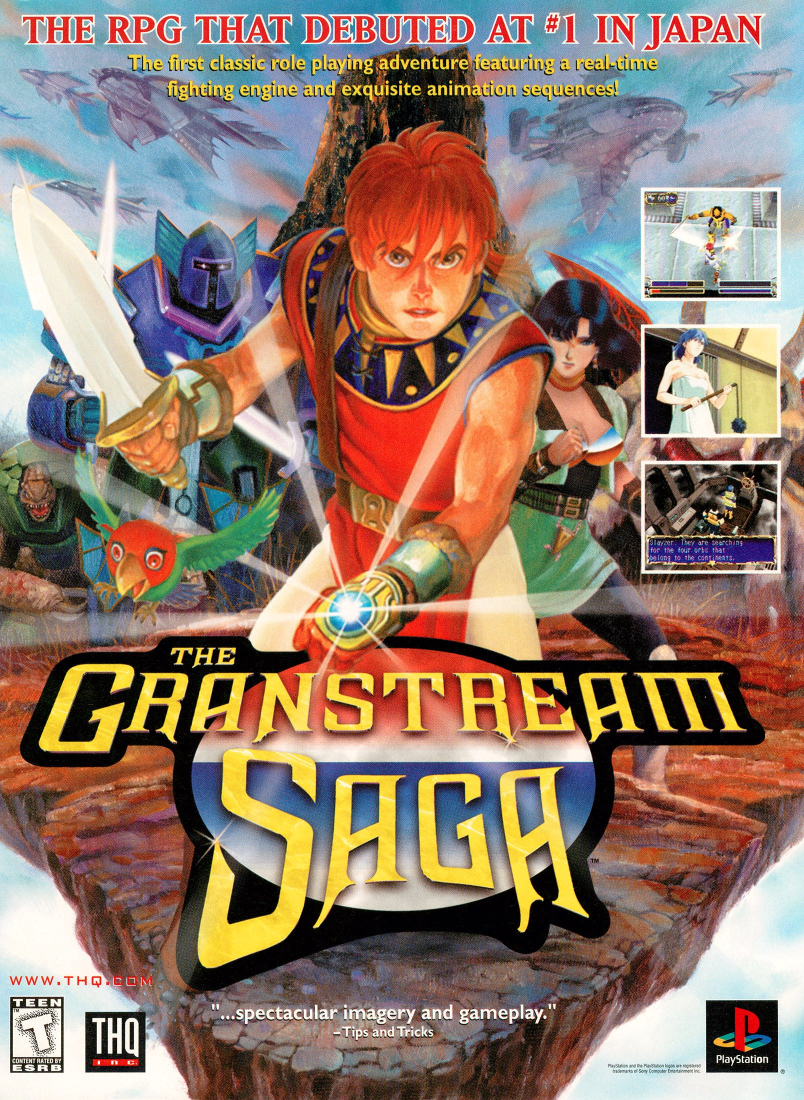
Zombie from another popular horror game.

=

It's a Zombie baby, baby! Yeah!

THE RPG THAT DEBUTED AT #1 IN JAPAN

The first classic role playing adventure featuring a real-time fighting engine and exquisite animation sequences!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–Tips and Tricks

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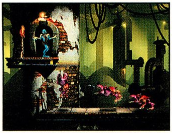
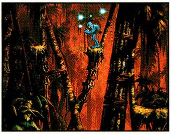
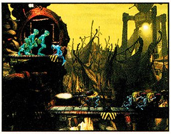
Theme Puzzle	**# of Players** 1
% Complete 45%	**Availability** November
Publisher GT Interactive	**Developer** Oddworld

Oddworld: Abe's Exoddus

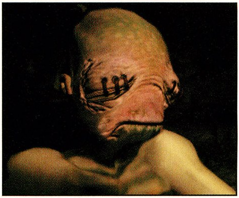
The lanky, loveable alien returns in a sequel with feeling



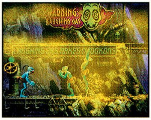


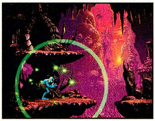


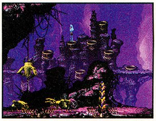
If you thought managing one Mudokon at a time was trouble, try keeping an entire group in line!



The folks at Oddworld Inhabitants were faced with a dilemma. The designers of the unusual puzzle/platformer Oddworld: Abe's Oddysee wanted very much to create a fully redesigned sequel in line with their promise of a "quintology" of five unique titles within the Oddworld universe. But they felt that they would not be able to produce a distinctly different game (set in a free-roaming 3D environment, say), using current hardware, without sacrificing some of the uniquely cinematic quality of the first game. It was upon reconsidering some story elements left out of the original game that they decided on a compromise: They would release a sequel to Abe's Oddysee which utilizes the same basic engine (with some refinements) and still stay on target for the "official" sequel—a game tentatively titled Munch's Oddysee and expected to be released on "a future system" sometime before the next millennium.



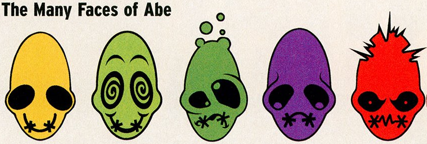




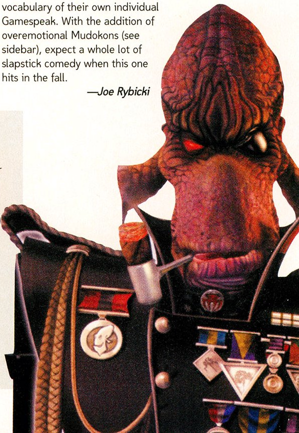
Although Oddworld: Abe's Exoddus does indeed use the same basic side-view platform engine of the original game, the developers have taken great pains to expand each of the characters. In addition to a few significant additions to Abe's Gamespeak vocabulary (like "All of ya!" which allows him to address groups of Mudokons together), Abe can now possess any creature—not just Sligs—and access a full vocabulary of their own individual Gamespeak. With the addition of overemotional Mudokons (see sidebar), expect a whole lot of slapstick comedy when this one hits in the fall.

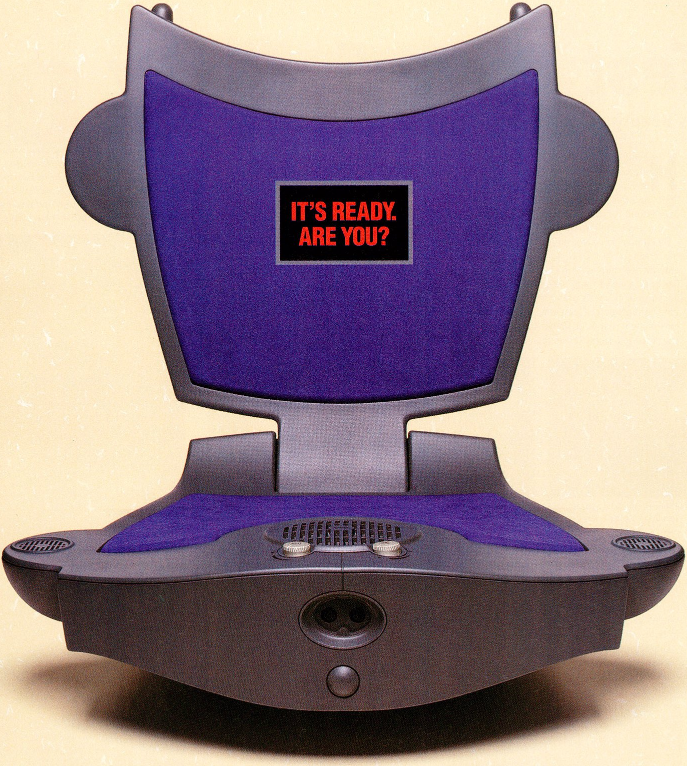
—Joe Rybicki

The Many Faces of Abe



Perhaps the most interesting addition to the Abe's Oddysee engine is the variable of emotion. Mudokons can now become excited, angry, depressed and even suicidal, and Abe must manage their emotions carefully. For example, if Abe decides to hit one of his compatriots, the Mudokon will get angry and strike back—then turn around and hit the fellow standing next to him! Mass havoc can ensue if this chain reaction begins in a large group of Mudokons, so much so that they might actually end up killing each other. As you'd imagine, this leaves the survivors feeling depressed, so Abe must watch over them carefully, or they might end up killing themselves in remorse!





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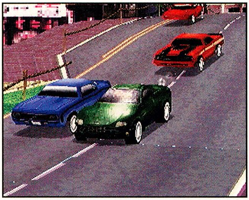
Theme	Sports/Racing	**# of Players**	1-2
% Complete	60%	**Availability**	Fall
Publisher	Accolade	**Developer**	Pitbull Syndicate

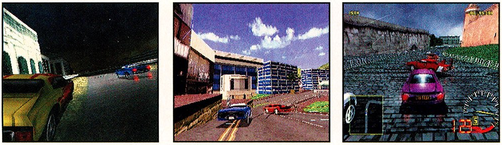
Test Drive 5

It's Beauty vs. Beast once again

Having sold over 850,000 copies, Accolade's Test Drive 4 was one of last holiday season's biggest hits. Hoping lightning will strike twice, Accolade and developer Pitbull Syndicate are teaming once again for the game's follow-up, Test Drive 5.

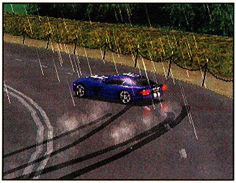


Building on knowledge they acquired during the making of Test Drive 4, Pitbull is writing an entirely new engine for TD 5. Based on the one level demo we've seen, the game's biggest improvements are its branching tracks, nighttime lighting effects and Gran Turismo-style environment mapping. Rather than being restricted to a single linear course, players now have the option of utilizing various forks and shortcuts to jump ahead of the competition. Thanks to proprietary technology created by Pitbull, TD 5's cars now reflect trackside elements like tunnel lights with greater accuracy. When racing at night, vehicles' headlights actually illuminate the road ahead.



Although similar in appearance to Test Drive 4, Test Drive 5 uses an all-new game engine. Modified versions of the Test Drive 4 engine, however, will be used in Test Drive: Offroad 2 and Big Air, Accolade's new snowboarding title.

One thing that has not changed is the game's "Beauty vs. Beast" theme; players may hit the road in one of 14 present-day dream machines or 14 classic muscle cars —that's twice as many as before. Included in Test Drive 5 are a Saleen Mustang, 1998 Dodge Viper, 1998 Chevrolet Corvette, 1966 Shelby Cobra and a 1967 Pontiac GTO, among others. According to Accolade, 12 additional bonus cars will be included. You also get three times as many tracks (17), spanning such diverse locations as Moscow, Honolulu, Blue Ridge Parkway, N.C., Tokyo, Sydney, Munich and Bern, Switzerland.



In response to player feedback, Pitbull is making car physics a bit more forgiving, reducing unintentional skidding and spin outs.

In Test Drive 5's all-new Cop Chase Mode, players can play as the *other* side of the law by jumping behind the wheel of a supercharged police car and apprehending certain law-breaking racers.

In response to player feedback, Pitbull is tweaking control and opponent AI to make the game a bit more forgiving than before. They've also included three difficulty levels and customizable vehicles in addition to Arcade and Simulation Modes.

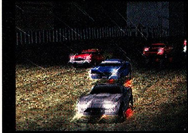
Test Drive 5's 640 x 480 high-res graphics run at more than 30 frames per second, insuring the game will be one of the sharpest looking racers available for PlayStation when it roars onto store shelves this holiday season.

—Gary Mollohan

40

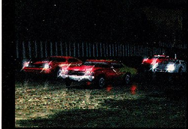
Test Drive 5 includes a total of 40 vehicles—14 ultra-exotic supercars, like the Aston Martin Vantage and Jaguar XKR; 14 classic muscle cars, such as a 1969 Dodge Charger and 1968 Ford Mustang; plus 12 hidden bonus cars.

Night Driver

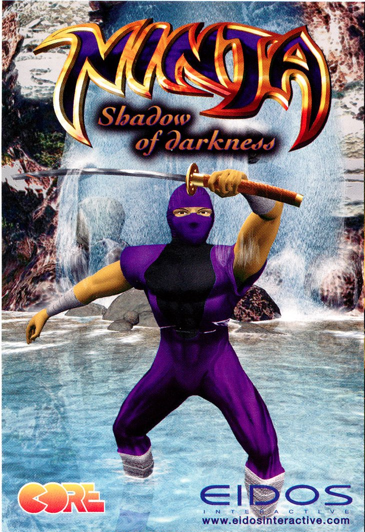


The headlights on the player's car actually illuminate the track ahead when driving at night.

Impressed by Gran Turismo's broadcast-quality replays, Pitbull Syndicate is making TD5's more dynamic.



For some reason, only the headlights on the player's car seem to work at this point, although that may change.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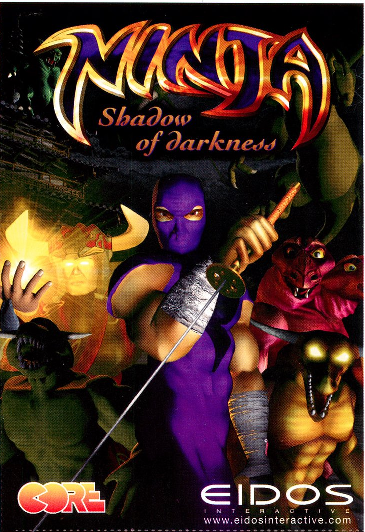
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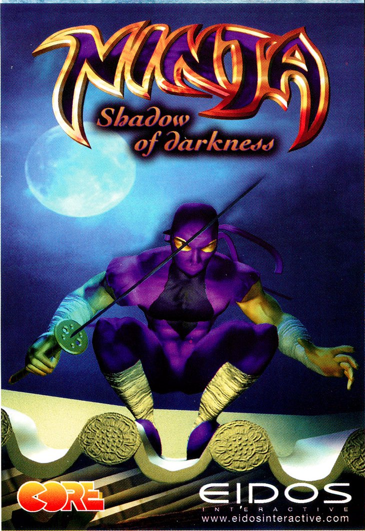
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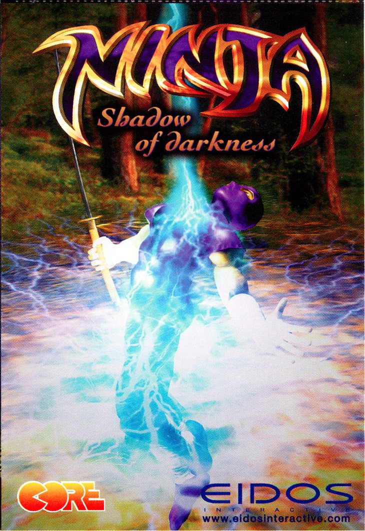
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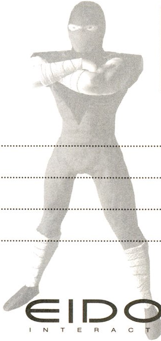

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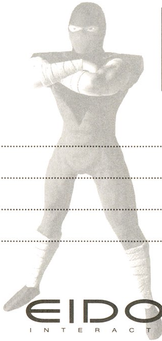

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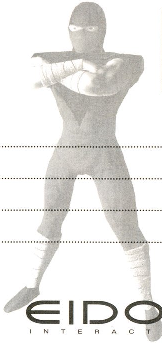

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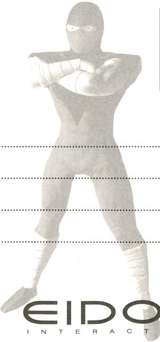

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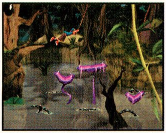
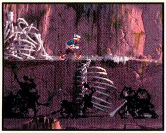
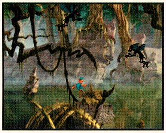
Theme Adventure
# of Players 1
% Complete 95%
Availability August
Publisher Interplay
Developer Amazing Studios

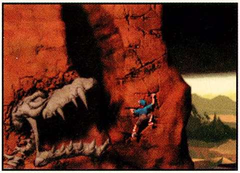
Heart of Darkness

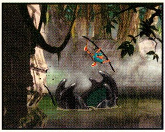
A nightmare three years in the making



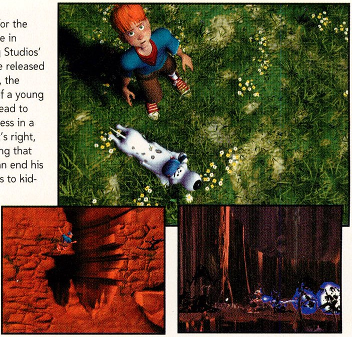








Through intuitive use of an all-encompassing Action button, Andy will lift, grab, swing and perform a number of other lifelike animations.



Although the gameplay is presented in a fairly strict side-scrolling style, the detailed environments add an almost eerie sense of depth to the world.

Possibly setting a record for the longest PlayStation game in development is Amazing Studios' Heart of Darkness. Slated to be released by Interplay later this summer, the game follows the adventures of a young boy named Andy as he goes head to head with the Master of Darkness in a quest to rescue his...dog? That's right, the Master of Darkness, knowing that Andy is the one person who can end his reign of terror, sent his minions to kidnap him. Only minions, as a general rule, aren't terribly smart, and these managed to nab Andy's dog, Whisky, instead. Now Andy must head into a spooky dream world and battle hordes of shadow creatures, finally coming face to face with the Master of Darkness himself. There's just one problem: Andy's afraid of the dark.

With a design team composed of alumni of some well-respected PC classics, Heart of Darkness takes surprisingly varied gameplay and places it into a painstakingly animated environment that looks as if it could be drawn straight out of an animated feature film. And that's just within the game itself; the rendered cinematics themselves are equally impressive (and so crisp that the Interplay personnel demonstrating the game for us at E^3 had to let us peek under the table to prove that the game was running on a PlayStation, and not a PC development station).

With such a lineage, the game should include a great deal of variety to accompany its quirky humor. Loads of interesting weapons—many of which are hand-designed by Andy from common household items—will help Andy fight the unusual shadow-creatures that inhabit the Master's realm. More to the point, he'll need to fight the objects that cast the shadows, because although the shadows can hurt Andy, he can't hurt most of them; they're just shadows, after all. So in many cases he'll need to seek out whatever it is that's casting the offending shadow and destroy that instead.

Heart of Darkness has been under development for an almost unprecedented three years now. Fortunately, based on what we've seen it looks like it'll be worth the wait.

—Joe Rybicki

An Amazing Development History

Amazing Studios is made up of an impressive collection of game design veterans. The team traces their roots through the acclaimed PC and console games Out of This World (right), Flashback (below) and Fade to Black (bottom right). The fluid animation and varied gameplay of these titles is easily identifiable in Heart of Darkness.

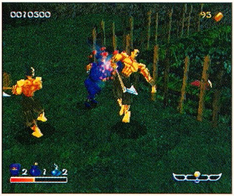
Theme Action	**# of Players** 1
% Complete 70%	**Availability** September
Publisher Eidos	**Developer** Core Design

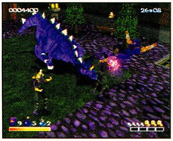
Ninja: Shadow of Darkness

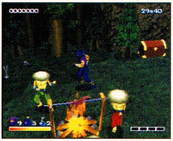
Eidos' 3D slugfest is almost ready for battle

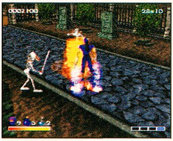
In the tradition of classic arcade-style beat-em-ups such as Double Dragon and Final Fight comes Ninja: Shadow of Darkness, a fully 3D slugfest set for release on the PlayStation this fall. Developed by the same people who brought you Tomb Raider, Ninja promises to bring its own blend of arcade action home to fans of the genre everywhere.

As the title character, you assume the role of Kurosawa (perhpas in homage to famed Japanese director Akira Kurosawa), a lone Ninja fighting his way through the evil army of a demon lord in medieval Japan. Similar in some ways to Core's own recent Fighting Force, Ninja stands out of the pack by spicing up all the straight brawling action with some simple puzzle and platform elements. For example, locating keys to unlock gates and doors or hitting switches to deactivate spikes or other traps. Nothing so complicated that it takes away from the arcade feel of the game, but enough to keep it fresh and exciting.

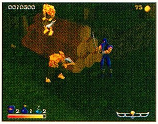








In addition to the standard punch, kick and jump actions, you also have various forms of the ancient ninja arts at your disposal. Use a smoke bomb to temporarily disappear and confuse your enemies, or blast them outright with any of the five levels of your ninja magic. The 13 expansive stages, set everywhere from snowy mountain peaks, to eerie sacred graveyards, to the very pits of hell, look great and offer multiple paths and optional rooms to explore (Sure you could just skip past that large dragon in the courtyard off to your left, but maybe he is guarding a treasure room or special weapon...).



Always be weary of guys sittin' around on a pile of logs. Especially if they aren't wearing shirts.

Although the version we received is still rather early in the development process, one look at some of the incredible spell effects or the smooth frame-rate, even while you're being attacked by five or six enemies at once, and Core's familiarity with the PlayStation is already apparent. We'll be watching this one, check back for more on Ninja as it nears completion.

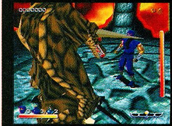
—Mark MacDonald

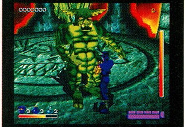
Ninja by the Numbers

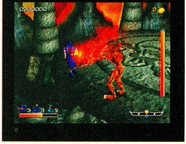
Number of sword swipes needed by Ninja to kill a huge, shirtless guy:	6-8
Number of swipes taken by Lorena Bobbit to disable a shirtless guy:	1
Number of swipes generally needed to kill someone, shirtless or otherwise:	1

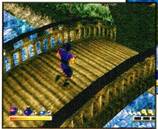
Devlishly Detailed

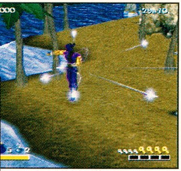
The best way to show off Ninja at this early stage is to show some of its devil Bosses found in hell. Notice the well-detailed textures.











Magic is key to survival, and it looks pretty fancy too.

S.C.A.R.S
Hairdoo ala Turbo
Acute Retinal Burning (just an excuse to wear rad shades)
Lock-Jaw
Wears "standard issue" race gear 24 hours a day
Dislocated shoulder
Ubi Soft ENTERTAINMENT
Blistered Raw Nub
S.C.A.R.S Elbow (Tendonitis)
01:22:88
6TH
1/4
00:45:56
8TH
1/4
00:33:32
6TH
1/4

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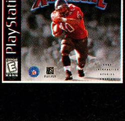
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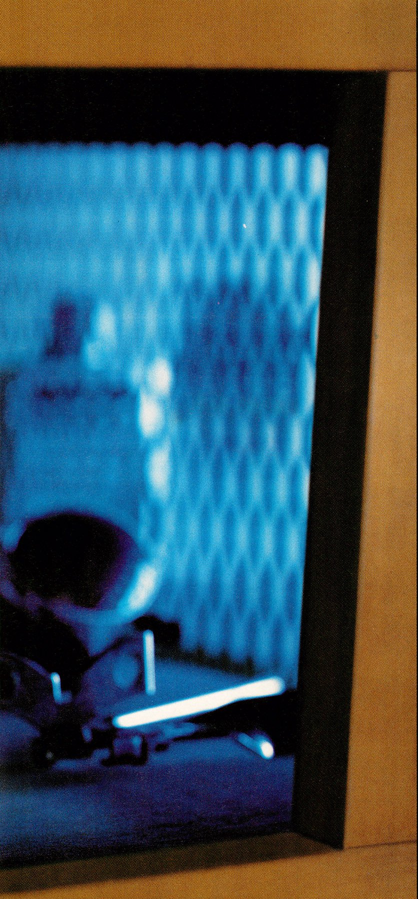

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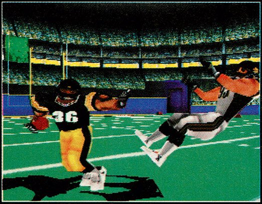
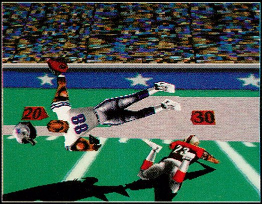
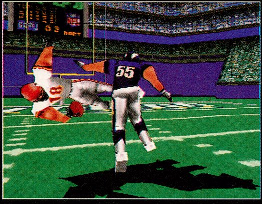
ANYTHING GOES.™







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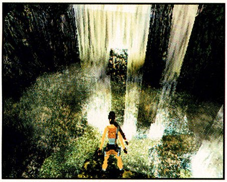
Theme	Action/Adv.	**# of Players**	1
% Complete	20%	**Availability**	November
Publisher	Eidos	**Developer**	Core

Tomb Raider III

A cleaner, crisper Lara in a more believable world

Ask and ye shall receive...But be careful what you wish for. That's the lesson one might take away from the E^3 showing of Tomb Raider III. On the one hand, the sequel is on track to arrive in stores barely a year after the release of Tomb Raider II, no doubt a welcome fact for Lara-starved devotees. But on the other, one year isn't a whole lot of time in which to create something really new and innovative. And, if anything, "more of the same" was the most common criticism of the second game.



The newly enhanced water effects include more convincing transparency and surface ripples.

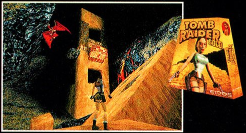
But on to the good news: Taking the positive response to Tomb Raider II to heart, Eidos is including several new vehicles for Lara to pilot. For those of us who spent hours in the last game simply cruising around the Tibetan Foothills in Lara's snowmobile, this is very good news. This kind of thing should continue to break up the monotony that occasionally set in while wandering through the gigantic levels of the earlier games. Of course, Lara has a few new moves, as well. These include a crouch, which can be used to duck under enemy fire, and a forward somersault, which can get Lara through certain spots she's too tall to maneuver standing up.

The levels are continuing to evolve toward greater and greater realism, as well. Lara's travels take her from the streets of London to a dark, gloomy forest complete with immense trees. With the final game expected to run in a much cleaner Hi-res Mode (the E^3 demo was still low-res), the areas will look even more impressive.

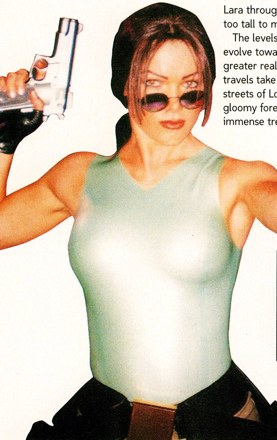
Although still a bit slippery at the show, the newly implemented analog support should be tuned before the game's release to allow greater precision than ever before. For better or for worse, expect to see lots more Lara as the game nears its final stages.

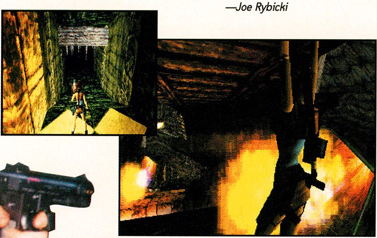
—Joe Rybicki

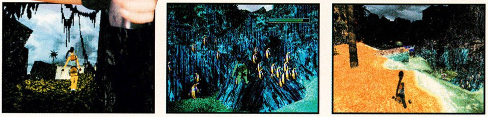
A Golden Opportunity?



Eidos has given PC users an expansion pack for the original Tomb Raider, and was considering a similar strategy for Tomb Raider II on the PlayStation. Instead of making significant changes to the game engine, they would have devoted their time to simply designing new levels for the TRII engine, presumably priced less than an entirely new game. We're glad they decided to make the extra effort.







Additional realism has been implemented at every turn. The familiar rocky jungle environments have been enhanced with a more realistic sky, lighting and water effects (above left and right), while new, nonlethal groups of creatures like bats and fish (above center) will dart around, adding greater atmosphere.

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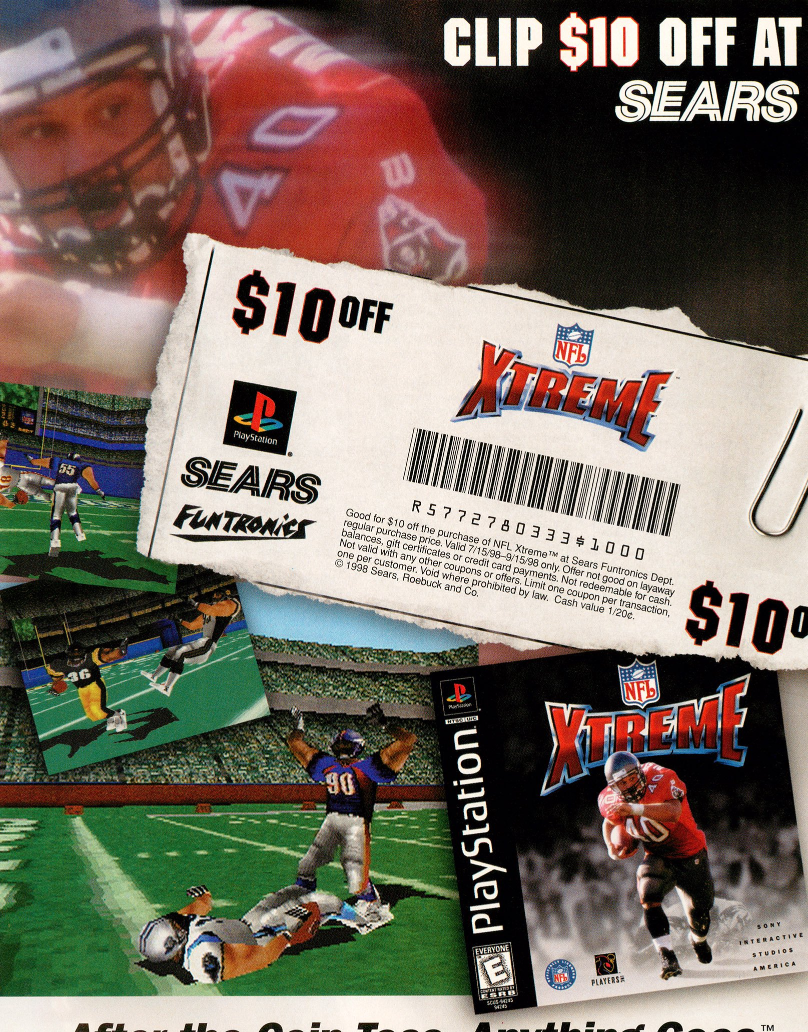

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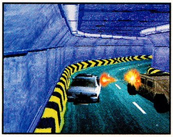
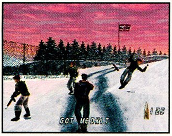
Theme	Action	**# of Players**	1
% Complete	N/A	**Availability**	Q2 '99
Publisher	MGM Int.	**Developer**	Black Ops

Tomorrow Never Dies

...but it may come a little later than expected





As in GoldenEye for N64, enemies react to being shot in different parts of their bodies.

Unfortunately for the legion of Bond fans out there, the biggest Tomorrow Never Dies-related news at E³ was that the game's release date has been pushed back from Q4 '98 to Q1 '99. The good news is that MGM Interactive and developer Black Ops are determined to get the game right before releasing it.

Apparently, MGM has already begun showing the game to focus groups in the attempt to deliver all the elements gamers desire in a Bond title. One thing focus group members repeatedly requested was the ability to perform stunts during the skiing episodes, which Black Ops was quick to add. Although a bit out of character, Bond can now perform a number of impressive flips and back scratchers at will.

The on-foot levels have undergone a number of changes, too. 007 now has a zoomable, GoldenEye-style scope on his rifle, and enemies react to being shot in various parts of their bodies.

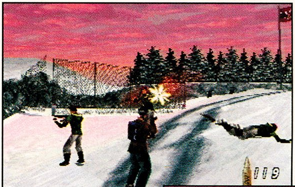
For those of you who may have missed our previous previews of the game, Tomorrow Never Dies will include five distinct game engines—driving, skiing, on-foot, flying and underwater—which will seamlessly blend together during individual missions. Five separate teams within Black Ops are developing the engines independently of one another to insure each is as fully developed as possible.

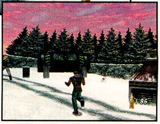
In a surprise move, the game's story will not mirror events of the film. Rather, the action will pick up where the movie left off. Bond must match wits with a new super villain, Elijah Carver, brother of the recently deceased media mogul Elliott Carver. 007 will also encounter three beautiful female characters, some friendly, some not so friendly. In classic Bond style, a couple of them won't show their true colors until later in 007's adventure.

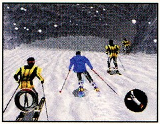
Rather than deflect comparisons to Rare's stellar GoldenEye for the N64, MGM hasn't been shy in stating that they hope to surpass it in over-all quality. They and Black Ops really seem to be sweating the details, staging a number of stunts in their motion-capture facility and filming their own explosions in the nearby desert.

Although we're as disappointed as anyone that the game won't be finished until early in '99, we're glad to hear MGM Interactive and Black Ops are putting gamers first and their own bottom line second. With any luck, Tomorrow Never Dies will launch a new PlayStation franchise on par with Tekken, Resident Evil or Twisted Metal.

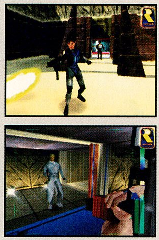
—Gary Mollohan





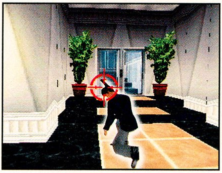


007 can now perform stunts while skiing.



GoldenEye 1.5?

Having lost the Tomorrow Never Dies license to MGM Interactive, prominent N64 developer Rare had to create a new cast of characters for Perfect Dark, a pseudo-sequel to the wildly successful GoldenEye. The game stars a new female character and is said to contain a number of new play mechanics.

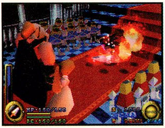


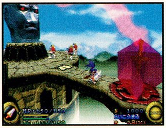
First seen in Shiny's PC hit MDK, zoomable rifle scopes have become de rigeur in most shooting games. Look for it in Tomorrow Never Dies as well as Duke Nukem: Time to Kill

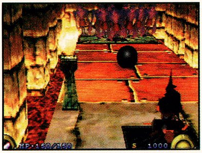
Theme	RPG	**# of Players**	1
% Complete	20%	**Availability**	November
Publisher	Square/EA	**Developer**	Square

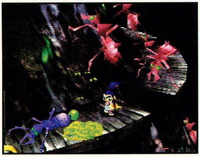
Brave Fencer Musashi

All the excitement, twice the steel!









Musashi will need both blades to defend himself when beset by enemies on all sides.

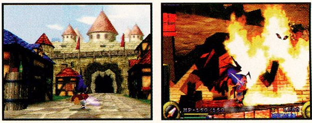
Slated to be released in accordance with the new partnership between Electronic Arts and Squaresoft is Square's unusual RPG Brave Fencer Musashi. Square fans expecting another Final Fantasy or SaGa Frontier are in for a big surprise; although Hironobu Sakagachi, one of the great minds behind FFVII, and Tetsuya Nomura, the character designer for Parasite Eve, are both included on the game's development crew, Brave Fencer employs a completely new free-roaming polygonal engine. With this engine the game's hero, Musashi, travels in the expansive world (courtesy of the now-standard analog pad) doing battle with dozens of large, whimsical enemies in real time.

In this case, "real time" means just that, with the game's world following a realistic day/night cycle that forces Musashi to perform certain actions—from interacting with the game's many characters to accessing certain areas—at specific times of day. And speaking of character interaction, all of the game's dialogue is delivered (finally!) via spoken word, rather than the obtrusive text boxes found in most conventional RPGs.

Combat is handled rather uniquely, as well. Although Musashi doesn't exactly fence, as the name might imply, he does in fact use not one, but two immense blades in a most satisfactory fashion. He begins with a few basic attacks and charging moves, but gains new, more powerful techniques from vanquished enemies as he progresses through the game.

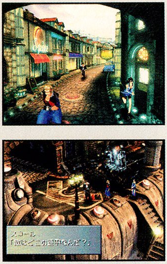
Even though the game is based loosely on actual history (see below), its large, colorful 3D environments and light-hearted feel should make Brave Fencer Square's most whimsical RPG yet. We're hoping to see more soon, and we'll deliver more information—including some more specific story details—as soon as we get our hands on a translated copy.

—Joe Rybicki



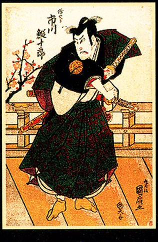
Expansive, nicely illustrated environments give the game's medieval towns and castles a realistic feel.

A Fantastic Pack-In



Like Tobal No.1, Brave Fencer will be packaged with a playable demo—but not just any old demo: This time it's Final Fantasy VIII!

Miyamoto Musashi: The Real Musashiden

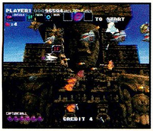


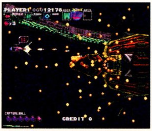
It's not widely known outside of Japan that Brave Fencer Musashi is (very) loosely based on an actual historical figure, Miyamoto Musashi. Musashi was born in Japan in 1584, the son of a Samurai warrior. He learned to fight at an early age, developing a unique double-bladed fighting style which came to be known as Ni Ten Ichi Ryu. In addition to being a formidable swordsman, Musashi focused equally on the strategic, philosophical side of combat, once writing that "the warrior's is the twofold Way of pen and sword, and he should have a taste for both Ways. Even if a man has no natural ability he can be a warrior by sticking assiduously to both divisions of the Way." He proved the power of strategy and psychology when in 1612 he engaged the expert swordsman Sasaki Kojiro (better known as Ganryu) armed only with a wooden pole. Upon arriving—extremely late—at the duel, he found Ganryu in a state of barely controlled rage at his lateness. Relaxed and focused as usual, Musashi won a crucial psychological edge and a legendary victory.

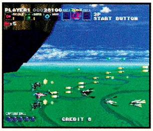
Theme Action
# of Players 1-2
% Complete 60%
Availability September
Publisher THQ
Developer Taito

G. Darius

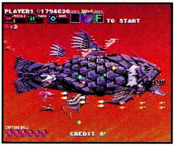
Aquatic life is again on the rampage







The 3D backgrounds in G. Darius are truly inspired, similar to Raystorm, but better.

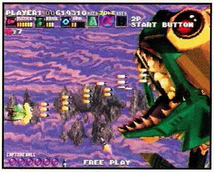


In classic Darius tradition, the bosses are all gigantic mechanized fish.

Who says the shooter is dead? Although not as prolific as in the 16-Bit era, there are still a few companies willing to put their development dollars behind the side-scrolling genre in an attempt to come up with something new: Einhander, Raystorm and Thunderforce V being the most recent examples.This time around Taito returns with G. Darius, the latest installment in their Darius long-running series of shooters. Originating back in 1986, the Darius experience has always remained constant: start in the "A" zone and branch out to other "Alpha" zones as you progress, fighting aquatic antagonists (read: fish) along the way. G. Darius represents the first 32-Bit polygonal PlayStation appearance, and the first new Darius game since Darius Gaiden and Darius2 made their way to the Sega Saturn.

Similar in execution to Taito's previous shooter, Raystorm, G. Darius represents everything we expect in classic shooters. All of the action takes place on a 2D plane with little to no interaction with the foreground or background. However, the backgrounds are composed of a dazzling combination of 3D landscapes and multi-layered parallax. At any given point you could be flying alongside huge polygonal dragons in the sky, negotiating a deadly asteroid field, or forging through the depths of some long-lost Atlantean civilization.

Also new to the series is the addition of branching paths. As is customary in the Darius saga, you choose your own path through the game by selecting which "Alpha" zone to go to once you have finished the previous level. The difference in G. Darius is that about halfway through each level you will also have the option of picking one of two routes during gameplay. Whichever way you choose to go will send you to a different part of that stage, complete with its own unique look.

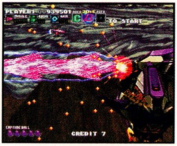


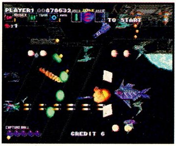
Considering that there are up to 15 different "Alpha" zones to explore, G. Darius looks to offer far more replay value and variety than ever before in a shooting game.

It's a good thing that G. Darius has so much depth, because it will take every trick (including the ability to blast big metal fish) in the book for it to match up to the likes of Square's great Einhander. ***—James Mielke***

30

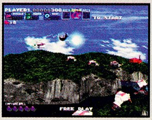
G. Darius offers up to 30 unique levels to explore by containing 15 different zones with two paths each. When you consider that they can be played in practically any order, it's feasible (and insane) that you could beat the game over 200 times and not take the same route twice. Gasp!

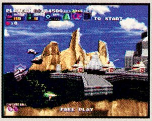


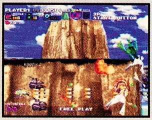


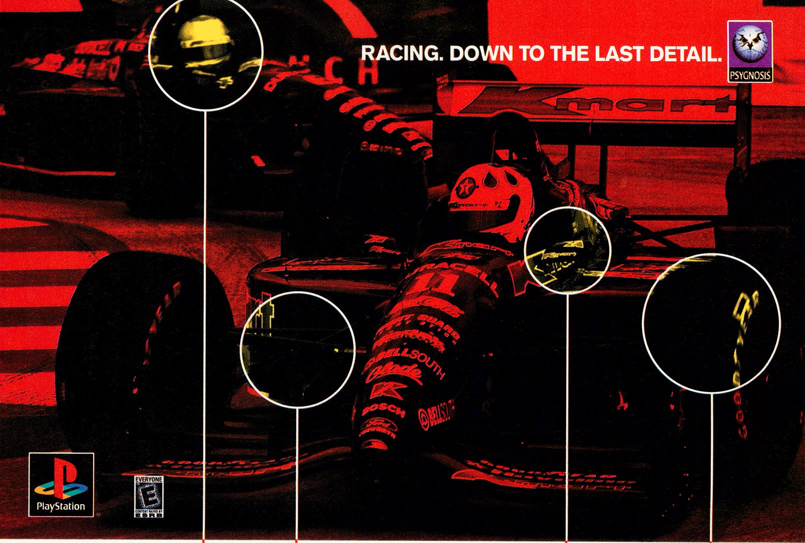
Capture the Enemy

During the game your ship is stocked with a limited amount of CaptureBalls. As the name implies, you can use these to capture almost any enemy in the game. Once captured they will use their firepower against the enemy (a la Galaga) until they're destroyed.





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EVERYONE
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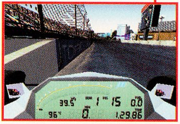
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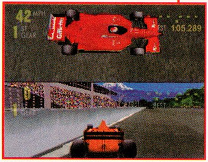
Keep an eye on your opponents using the rearview mirrors.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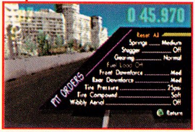
Make your friends eat your dust in head-to-head competition.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Stagger Off
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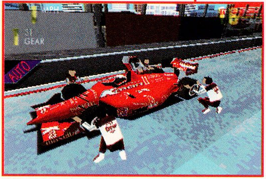
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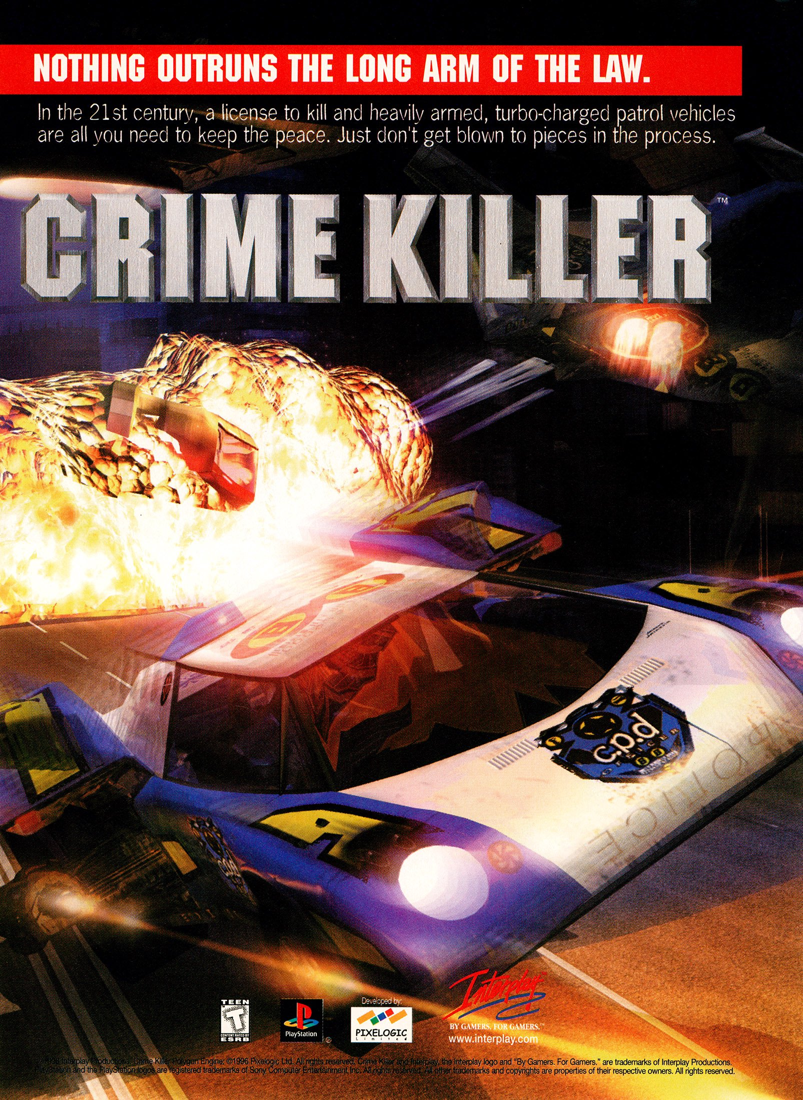

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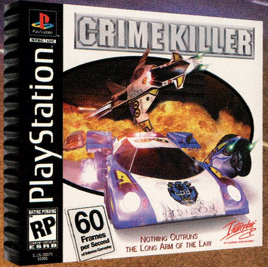
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Interplay

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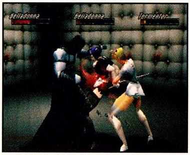
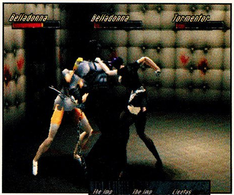
- OFFICIAL U.S. PLAYSTATION MAGAZINE

Thrill Kill

Demented and sad, but social

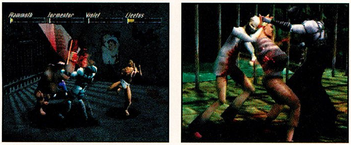
Theme Fighting	**# of Players** 1-4
% Complete 65%	**Availability** November
Publisher Virgin	**Developer** Virgin



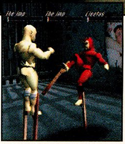


If Mortal Kombat pushed the envelope of video game violence, then Thrill Kill shoves that same envelope through your eye sockets and rips it out from the back of your skull. It's not so much the acts of violence in themselves that separates it from other games because we've all seen plenty of dismemberment in every variation you can think of. It's the characters and the locales they fight in that stirs unpleasant feelings as well as whatever you may have eaten. The combatants are all demented psychopaths who are trying to win a chance to return to Earth from purgatory. They'll fight it out against each other in scenic locales like Hellevue (a padded insane asylum cell), the Crematorium and the Slaughterhouse of flesh. Thrill Kill offers the option of having four players fighting it out at once which adds unique play possibilities like group combos or having your partner hold your opponent so you're free to pound away. Some of the more gruesome moves include shoving a cattle prod down an opponent's throat causing them to explode, chaining your opponent to the floor so you can go to work on their face with a razor, and last but not least, ripping off an opponent's leg which you use to beat him/her with which then becomes a tasty drumstick. Suffice it to say the game is not for the squeamish.

—Wataru Maruyama



It's really nice to see that no matter how demented a psycho you are, you can rely on a fellow nut to lend a hand. Who says teamwork is dead?

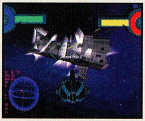


I don't know about you, but there ain't no way I would go up against these midget dudes on stilts. Freaky!

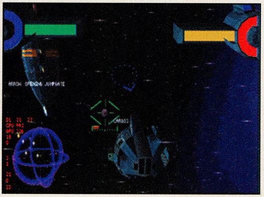
Colony Wars: Vengeance

When space warfare becomes personal

Theme Action	**# of Players** 1
% Complete 20%	**Availability** November
Publisher Psygnosis	**Developer** Psygnosis

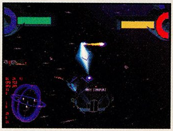


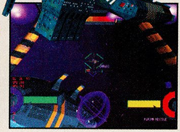
As an homage to old-school shooter of yesteryear, larger vessels in Colony Wars: Vengeance have multiple weak spots that must be discovered and exploited by the player.



Having seen the game a couple of times before E^3, we thought we knew just about everything about Colony Wars: Vengeance. Boy, were we wrong! In addition to deep-space dogfights, the game now includes air-to-ground combat. One mission that we saw required the player to protect a weapons reactor from an immense spider-like robot slowly making its way across a mountainous landscape. According to Psygnosis, there will be several more animal-like "sentinel" vessels in the finished game.

As promised, the immense space cruisers found in the game now contain rotating segments and weak spots that must be discovered by the player. Upon lowering their shields, you must pepper the ship with laser fire to find the weak spot, which blinks when hit. Concentrate your fire on this spot long enough, and the entire segment of the vessel will eventually break off and explode.





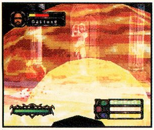
In response to player feedback, Vengeance's missions are longer and contain multiple objectives, creating a more engaging gaming experience.

—Gary Mollohan

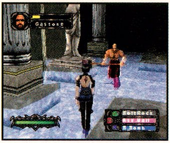
Theme Adventure		**# of Players** 1	
% Complete 40%		**Availability** September	
Publisher Tecmo		**Developer** Tecmo	

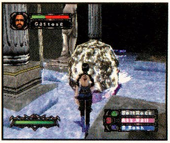
Deception 2: Castle of Deception

Tecmo delivers more tricks and traps for the unwary



The new coach's camera (above) shows the planned route of each player.





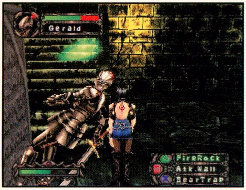
Castle of Deception is the sequel to the hit game, Tecmo's Deception, developed by (duh) Tecmo. Like all good sequels, this game keeps the same basic premise of the original, but improves on it enough to justify a sequel.

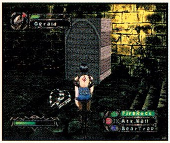
The plot involves a race of evil beings known as the Toki-Bito. These savage creatures have eternal life, unless they are killed by a human. To prevent their untimely demise, the Toki-Bito began to brainwash humans into turning against their own. That's where the player comes in. In the game, you control Millennia, a young girl who must kill the humans invading her castle by using a series of traps and devices.

The first thing you must do is set up a series of traps in each room that you're in. You can only place a few, so you must choose carefully. Once you have everything planned, that's when the fun begins. A careless human will step into the chamber, intent on killing you. You must lure them into the danger zone and activate the traps. If your trap placement and timing are just right, you will leave them cursing you as they die in a puddle of their own blood. Talk about sadistic fun!

We'll check back on the deviously designed Castle of Deception as it gets closer to completion to see if the overall package lives up to its unique play mechanic.

—Phil Theobald

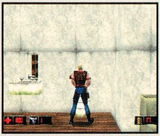


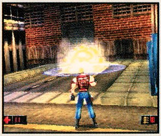


Theme Action		**# of Players** 1-2	
% Complete 70%		**Availability** September	
Publisher GT Interactive		**Developer** n~Space	

Duke Nukem: Time to Kill

See a side of Duke you've never seen before...his rear



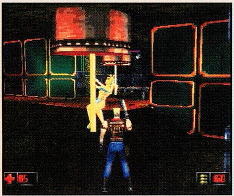


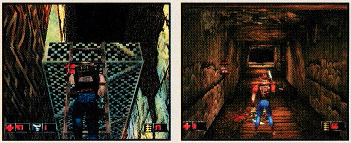
The king is back and he's got a different look for all of his loyal subjects. Duke Nukem: Time to Kill breaks away from the first-person corridor perspective and mixes it up Lara Croft style.

Duke's personality is more than enough to set him apart from the rest of the third-person exploration game crowd and the new viewpoint allows Duke to interact with his environment like never before. He can climb, shimmy, swim and shoot underwater. This time out, Duke has to prevent the aliens from going back in time to rub out his family tree which effectively writes off his present-day existence. He'll travel through four eras including Modern L.A., the Old West, Medieval Times and Ancient Rome while wearing outfits that match the locale. New weapons added to Duke's arsenal are a crossbow, throwing axes, holy hand grenades and a buffalo rifle.

At this early stage the frame-rate and the camera angles need some serious work., but with the proper tweaking, Duke has the potential to turn heads once again.

—Wataru Maruyama



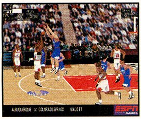


Duke can now climb ladders as well as swim in Time to Kill. He also sports different outfits for different levels like a cowboy hat or a kilt. Kilt?

Theme Sports/Racing	**# of Players** 1-8
% Complete 50%	**Availability** October
Publisher Radical Ent.	**Developer** Radical

NBA Tonight

ESPN tries to prove they got game

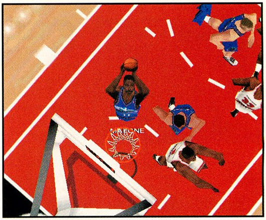


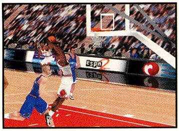
Deterimined to expand to yet another form of media, ESPN has teamed up with Radical Entertainment and Disney Interactive to try once more to become a player in sports video gaming. Their forgettable sports titles that appeared on the Sega CD and Genesis 16-Bit systems would make anyone weary of any new offerings, but it appears that they've got some game this time.

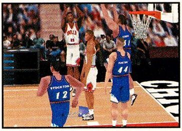
The goal of NBA Tonight is clearly to combine ESPN's basketball broadcast atmosphere with a playable game (sounds reasonable since EA did it with TNT) To achieve the proper amount of realism, they've developed 'Read and React' artificial intelligence that will hopefully make the onscreen players react like real people (they will do things like look inside for the open shot and kick it out for a three-point play.) Seeing the effectiveness of the TV-style of presentation by EA in their sports titles, ESPN has incorporated the coolest aspects of their telecast style complete with 'Plays of the Week' footage and breakdowns of a particular game or specific players. Of course it wouldn't be ESPN if it weren't for the personalities of the announcers and so NBA Tonight's commentary chores are handled by Dr. Jack Ramsey and Stuart Scott.

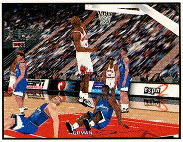
We'll be sure to keep an eye on this interesting NBA hopeful and be back with an update.

—Wataru Maruyama







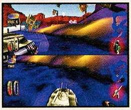


Can NBA Tonight hang with the likes of NBA Live and NBA Shoot Out? This game is very similar to Midway' NBA Fastbreak, so that should give you a good ideaof what to expect here.

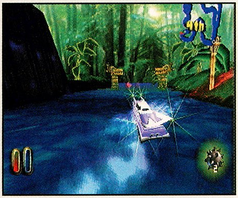
Theme Action	**# of Players** 1-2
% Complete 85%	**Availability** November
Publisher ASC	**Developer** Player One

Dead in the Water

Bash boats into heaps of twisted metal



Dead in the Water has a Split-screen Mode where players can choose from a variety of views during combat.



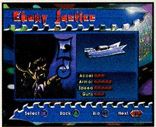
The floodgates holding back hordes of Twisted Metal clones recently reopened with the release of Activision's Vigilante 8, and now ASC has revealed Dead in the Water, their own watery spin on the vehicular combat genre.

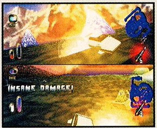
Dead in the Water delivers what you might expect from this style of game. It pits various odd characters against each other in combat duels, but unlike similar games, it also lets you race and upgrade your vehicle's weapons and armor. Between stages players can buy all sorts of different defensive and offensive weapons with the money collected in previous races or battles to improve their chances of doing better in the next competition. Hell, you can even buy padded dice to hang from your dashboard.

Aside from the added depth, the other main strength of the game looks to be its compelling special effects—in particular the realistic-looking water that reacts to the carnage above it and the incredible lighting effects caused by exploding weapons. For example, water ripples when grenades explode on the surface, and shockwave weapons can cause tidal waves to overturn boats or just simply thrash them about. Explosions are quite wonderful, especially the ones that well up in the air in a mushroom shape as if you were flinging nukes.

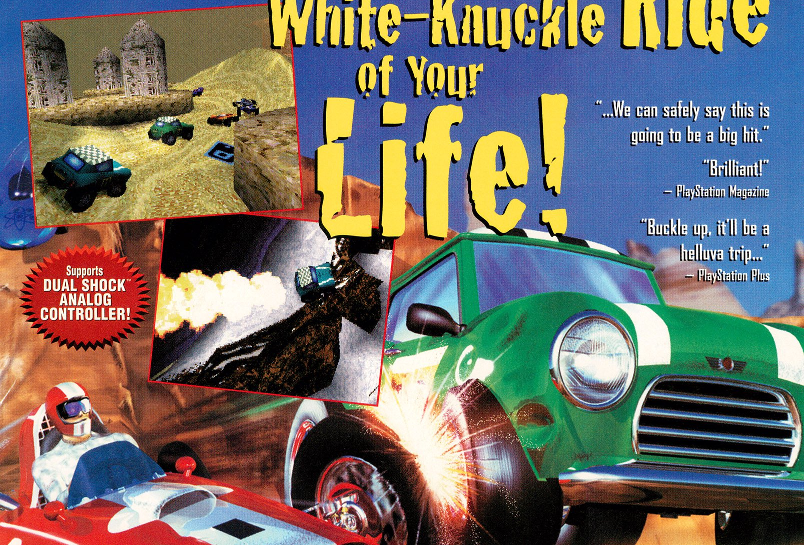
These things make Dead in the Water look promising, but ultimately the gameplay will determine whether this is the next great combat game, or just a water-logged Twisted Metal wanna-be.

—Kraig Kujawa





The Dirty-Driving, White-Knuckle Ride of Your Life!



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"Brilliant!"

— PlayStation Magazine

"Buckle up, it'll be a helluva trip..."

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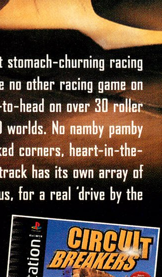

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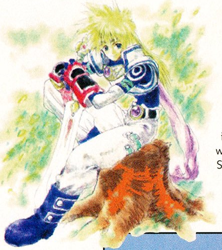
Developed by
Supersonic

Theme	RPG	**# of Players**	1
% Complete	20%	**Availability**	September
Publisher	Namco	**Developer**	Namco

Tales of Destiny

A surprising mix of old and new for Namco's first PlayStation RPG

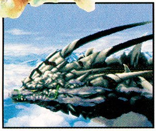


Namco is bringing the hit Japanese RPG Tales of Destiny to the United States, in what amounts to a pretty significant departure from the company's recent fighting and action-oriented titles (although diligent import fans may recognize the first game in the series, Tales of Phantasia, which was available in Japan for Nintendo's Super Famicom). Tales of Destiny follows the story of a young adventurer named Stan Aileron, who stows away on a ship and lands right in the middle of a quest to save the world.

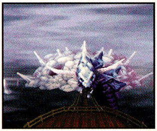
Although presented in a decidedly "old-school" 16-Bit style, the game includes some intriguing new elements, including entire sequences set at sea, in which Stan appears to encounter some particularly nasty enemies, and unusual weapons which actually become sentient. All this, combined with an unusual side-view combat screen, make for what appears to be a surprisingly deep game.

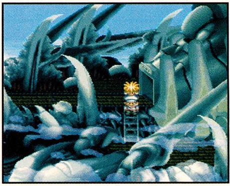
The now-obligatory anime cut-scenes are present, as well, which should add further variety. As of press time, no examples of these cinemas have been released, but if Namco's general cinematic expertise is any guide, they should be spectacular. Until the game more closely approaches its release, here are a few tantalizing glimpses of this promising RPG.

—Joe Rybicki



Stan (above) will end up spending a great deal of time on his dragon ship (right). Like the game's weapons, it seems almost alive.





In addition to soaring on his airship (above), Stan will take to the high seas (upper left).

Theme	Sports/Racing	**# of Players**	1-2
% Complete	90%	**Availability**	September
Publisher	THQ	**Developer**	Europress

Int. Rally Championship

THQ takes rally racing around the world

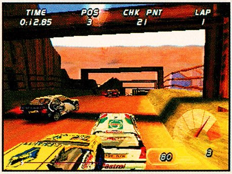
Up until now, the choice of rally racers on the PlayStation has been relatively slim. But THQ is looking to change that with the release of International Rally championship.

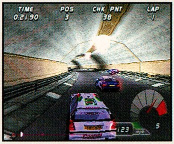
The game sports an impressive array of features which should please fans of rally racing. Nine different makes of cars (from such noted manufacturers as Toyota, Ford and Mazda) are available for play, each of which can be adjusted to the player's particular tastes. For example, players have control over handling, suspension and tire type. Of course, that's not all; the game includes a staggering 60 different tracks, each representing a particular real-world location, from Yosemite National Park to a dense German city.

But most intriguing is the inclusion of what THQ is calling a "Freeform 3-D Track Editor." What this appears to mean is that players design their own tracks piece by piece, simply choosing a segment of track to follow the current one and letting the game place them properly (this is in contrast to the track editor in games like Jeremy McGrath Supercross 98, which forces players to manually place the segments of track, making sure they fit together).

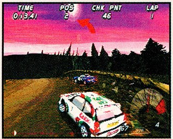
Although the controls in the preview version were a bit touchy, and some of the tracks extremely unforgiving, IRC looks as though it may turn out to be a satisfying addition to the PlayStation's meager rally library.

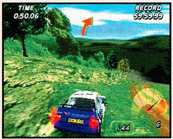
—Joe Rybicki





Rally racing is primarily off-road, but there are some paved areas.

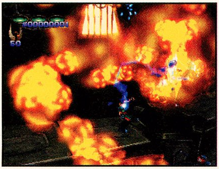




Theme	Action	**# of Players**	1
% Complete	50%	**Availability**	September
Publisher	Interplay	**Developer**	Shiny

Wild 9

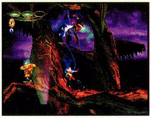
Shiny's wild adventure approaches at last!



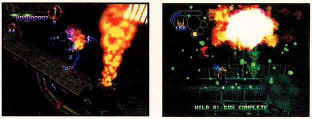
After literally years of development, Interplay is finally preparing to release Shiny Entertainment's long-awaited platform adventure Wild 9. Will it be worth the wait? Well, there's no telling until reviewable copies are circulated, but from the demo being shown at E³ we can tell you that the prospects certainly look promising.

Wild 9 is the story of Wex Major, a 21st-century teen, and his eight alien buddies (all together, the Wild 9—get it?) as they struggle against the oppressive force of the evil Karn and the LEGM (Little Evil Green Men). The game is presented primarily in a restricted-movement side-scrolling polygonal style slightly reminiscent of games like Pandemonium!, although there are several areas of note in which movement goes "off the rails." One such area shown at E³ was a hoverbike chase through a dense forest which brought to mind some of the more brutal areas of Jet Moto.

WILD 9: 50% COMPLETE



Along with some unique play mechanics, Wild 9 will show off some pretty flashy special effects, like this extremely convincing explosion (top).

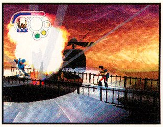


Like other "two-and-a-half-D" games, cinematic camera shifts enhance the feeling of depth and the illusion of three dimensions.

Wex is armed with a weapon known only as The Rig, which can be modified for dozens of uses. Perhaps the most satisfying of these is the ability to pick up an enemy from several paces away and then slam him repeatedly into the ground. This kind of cartoon violence can be found throughout the game (and, indeed, many of Shiny's other projects, but that's a different story).

You'll be able to judge for yourself if it was worth the wait once the game is released sometime in the third quarter.

—Joe Rybicki



Theme	Adventure	**# of Players**	1
% Complete	65%	**Availability**	Q3 '98
Publisher	ASCII	**Developer**	Human Ent.

Clock Tower II: The Struggle Within

Feel the terror with ASCII's shock-filled sequel

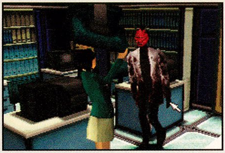
The sequel to one of PlayStation's most unconventional and suspenseful games ever is on its way courtesy of ASCII Entertainment. Featuring all-new characters and story elements, Clock Tower II: The Struggle Within stars a young girl plagued by split personalities, one male, the other female. If she can survive long enough, the girl may be able to integrate both personalities and return to the world of light.

Replacing Scissor Man as the lead villain is a crazed knife-wielding child, whose wide, doll-like eyes and fixed expression have drawn more than a few Chucky comparisons. Fortunately, your character may switch personalities at will, depending on the situation. Apparently, one is more analytical and even-tempered, while the other is a little more flighty but good at getting out of a scrape.

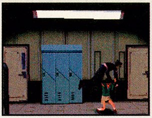
As if the original wasn't frightening enough, developer Human Entertainment has added all-new tactile sensations to take advantage of Dual Shock force feedback capabilities. Players can expect a serious jolt when the game's diminutive villain makes her entrance, so be forewarned!

With its 13 unique endings and pants-wetting force feedback, Clock Tower II: The Struggle within is sure to be one of the more interesting games set to arrive this holiday season.

—Gary Mollohan



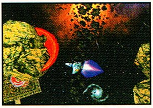
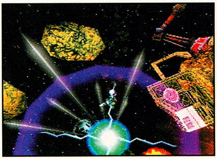
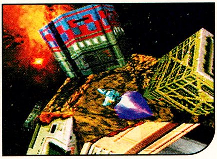
Although point-and-click is in its gameplay, Clock Tower's shocks are every bit as intense as Resident Evil's.



Asteroids

Theme	Action	**# of Players**	1-4
% Complete	15%	**Availability**	November
Publisher	Activision	**Developer**	Quickdraw

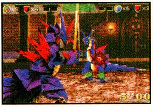
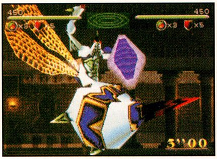
Everything old is new again, and video games have come full circle. Activision is now preparing to release a 32-Bit update to one of the first arcade games ever—only this time, it's all in 3D. Will they pull it off?

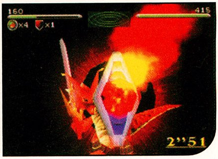




Dragon Seeds

Theme	Fighting	**# of Players**	1-2
% Complete	30%	**Availability**	Q4 '98
Publisher	Jaleco	**Developer**	Jaleco

Hatch, train and fight your own dragons in this Monster Rancher-inspired title. Unlike previous games of this type, Dragon Seeds uses memory card data from any PlayStation game to provide each dragon's "DNA."

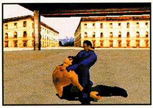
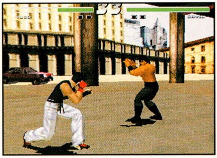



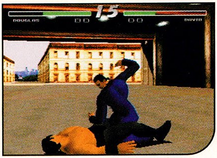


Kensei–Sacred Fist

Theme	Fighting	**# of Players**	1-2
% Complete	20%	**Availability**	November
Publisher	Konami	**Developer**	Konami

Kensei has been in development for three years refining its emphasis on realism. Take your pick of 20 different characters who have gathered for a martial arts tournament. Counter attacks will be the keys to winning.

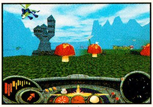
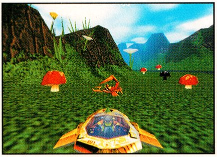
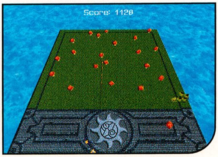





Centipede

Theme	Puzzle/Strategy	**# of Players**	1
% Complete	40%	**Availability**	October
Publisher	Hasbro Int.	**Developer**	Hasbro Int.

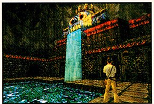
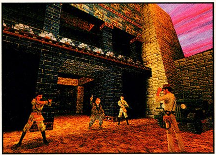
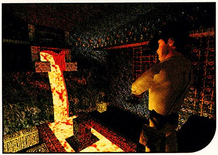
Hasbro is preparing another adaptation of a classic arcade hit. A Classic Mode presents a polygonal version of the old game, but the Adventure Mode takes a more interesting turn, taking the action to full 3D.

Indiana Jones and the Infernal Machine

Theme	Action	**# of Players**	1
% Complete	15%	**Availability**	Q1 '99
Publisher	LucasArts	**Developer**	LucasArts

Those who think Lara Croft is just an Indiana Jones wanna-be will be pleased with The Infernal Machine. LucasArts' first foray into the 3D action/adventure genre will have Indy exploring archaeological sites worldwide.

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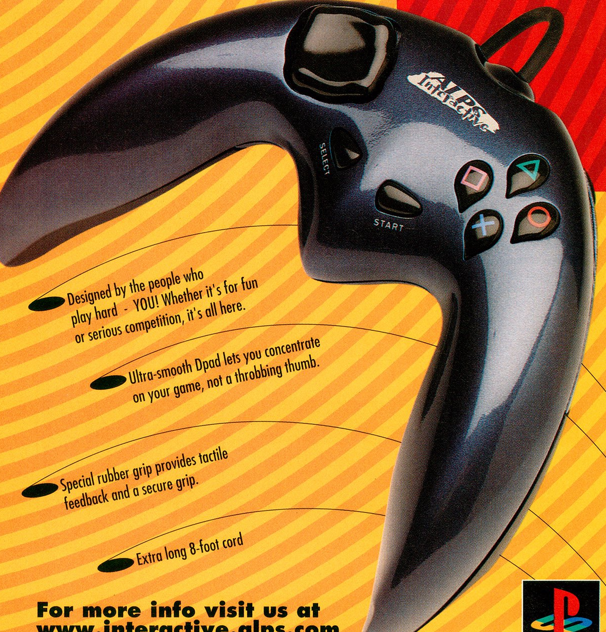

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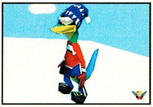
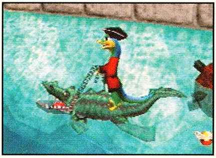
Previews

An early look at the games of tomorrow

Gex 3

Theme	Platform	**# of Players**	1
% Complete	N/A	**Availability**	Q4 '98
Publisher	Crystal D.	**Developer**	Crystal D.

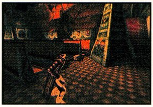
Everybody's favorite smart-mouthed gecko visits a number of new themed worlds such as a pirate ship, the wild west and the north pole in addition to riding a number of animal pals in his third PlayStation adventure.

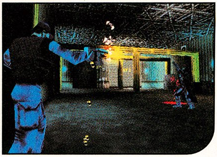



Bloodshot

Theme	Action	**# of Players**	1 - 4
% Complete	N/A	**Availability**	Q1 '99
Publisher	Acclaim	**Developer**	Acclaim Studios

Based on the graphic novel by the same name, Bloodshot is a new arcade-style shooter developed by Iguana U.K. Ride five different vehicles—including motorcycles, jeeps and tanks—and fry your enemies with 22 weapons.





Circuit Breakers

Theme	Sports/Racing	**# of Players**	1 - 4
% Complete	100%	**Availability**	Now
Publisher	Mindscape	**Developer**	SuperSonic

Race up to three of your friends simultaneously in this transparent Micro Machines clone from Mindscape. Battle on ice, dry land and underwater as you traverse Circuit Breakers' 32 tracks and eight 3D worlds.

Lap
1/3
8TH
0:22
0:22

Lap
2/3
5TH
0:52

Trap Gunner

Theme	Action	**# of Players**	1- 2
% Complete	75%	**Availability**	September
Publisher	Atlus	**Developer**	Racdym

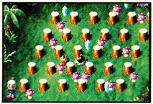
Bomb, gas and trap your opponent in Trap Gunner, an intense 3D action title from the makers of Snowboard Kids for N64. While the look is anime, the action is said to be highly reminiscent of the old Spy vs. Spy series.

CHARACTER SELECT
VAN RAILY
LIFE

Bomberman World

Theme	Action	**# of Players**	1 - 5
% Complete	85%	**Availability**	September
Publisher	Atlus	**Developer**	Hudson Soft

Hands-down one of the greatest multiplayer games of all time, Bomberman is finally coming to PlayStation. Battle up to four friends via the multitap or go it alone in Bomberman World's Boss-filled Story Mode.



COMMAND & CONQUER
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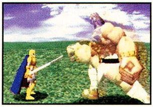
Previews

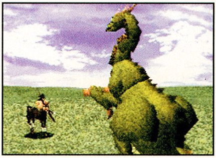
An early look at the games of tomorrow

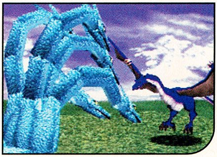
Brigandine

Theme	RPG	**# of Players**	1
% Complete	60%	**Availability**	November
Publisher	Atlus	**Developer**	Heartyrobins

Combining the best elements of Ogre Battle and Dragon Force, Atlus' Brigandine contains 30+ hours of gameplay for *each* of the five main characters, loads of side quests and multiple class changes—even for monsters!



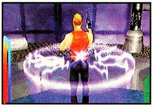


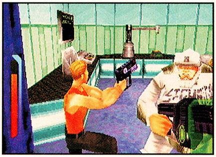


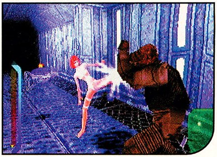
The Fifth Element

Theme	Adventure	**# of Players**	1
% Complete	50%	**Availability**	October
Publisher	Activision	**Developer**	Kalisto

Powered by an enhanced Nightmare Creatures engine, The Fifth Element closely follows the plot of last summer's so-so Bruce Willis sci-fi flick. Play as either Korben Dallas or Leeloo as you visit the game's 12 worlds.



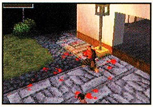


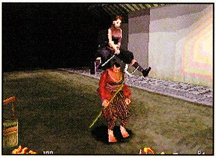


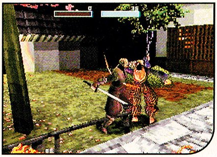
Tenchu

Theme	Action	**# of Players**	1
% Complete	20%	**Availability**	October
Publisher	Activision	**Developer**	Sony Music Ent.

Tenchu has all the trappings of a great game, but when it was released in Japan earlier this year, it suffered from camera problems and spotty enemy AI. Activision is set to remedy those problems and add a couple of extras as well.



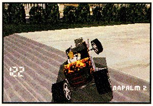


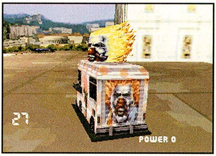


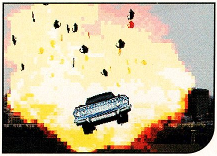
Twisted Metal 3

Theme	Action	**# of Players**	1-4
% Complete	N/A	**Availability**	November
Publisher	989 Studios	**Developer**	989 Studios

Play as eight old favorites or four psychotic newcomers in this long-awaited sequel. Up to four may battle simultaneously via the link cable on the game's eight new arenas—including Chicago, Area 51 and Calypso's blimp!



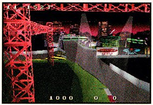


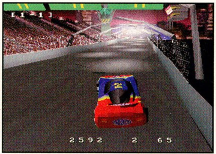


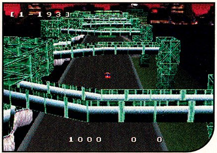
Jeff Gordon Racing

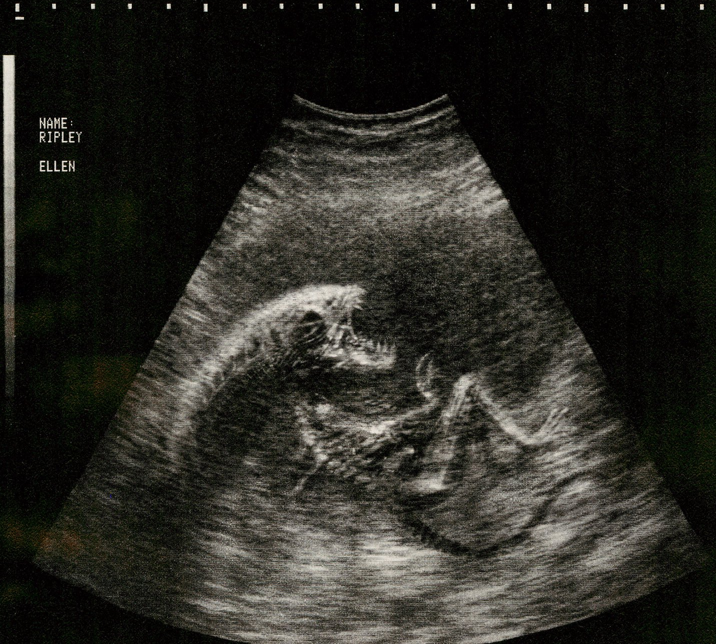
Theme	Sports/Racing	**# of Players**	1-2
% Complete	20%	**Availability**	Q1 '99
Publisher	ASC Games	**Developer**	Real Sports

Kind of like San Francisco Rush meets WipeOut, Jeff Gordon Racing is a fast, arcade-style racer set in the year 2012. Developed under Jeff's watchful eye, the game is packed with jumps, loops and cool nighttime lighting effects.





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DUE THIS FALL.

ALIEN
RESURRECTION
THE GAME

MATURE
M
CONTENT RATED BY ESRB

FOX INTERACTIVE

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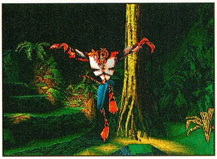
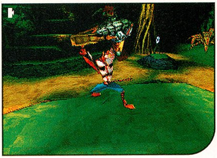
Previews

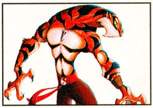
An early look at the games of tomorrow

T'ai Fu

Theme	Action	**# of Players**	1-2
% Complete	30%	**Availability**	November
Publisher	Activision	**Developer**	Dreamworks



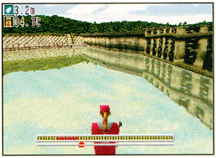


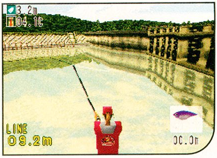


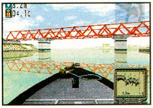
T'ai Fu is a 3D action adventure that takes place in a martial arts fantasy world. The hero, the last surviving member of the Tiger Clan, must battle his way through large 3D levels using an extreme form of hand-to-hand combat.

Bass Landing

Theme	Sports/Racing	**# of Players**	1
% Complete	40%	**Availability**	1st qtr. '99
Publisher	ASCII	**Developer**	ASCII of Japan



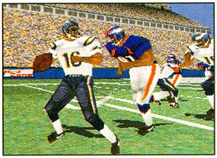


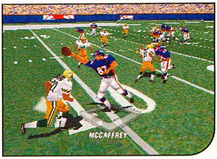


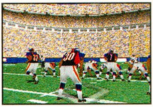
You can actually feel the fish bite when playing Bass Landing with Sony's Dual Shock controller. Plus, with the game's underwater replays, you'll no longer have to tell stories about "the one that got away."

NFL GameDay 99

Theme	Sports/Racing	**# of Players**	1 -8
% Complete	75%	**Availability**	October
Publisher	989 Studios	**Developer**	989 Sports



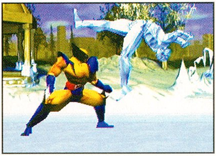


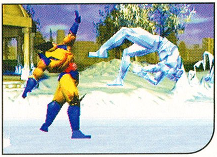


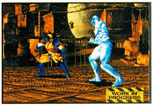
NFL Xtreme may have sucked, but it looks like GameDay 99 is a vast improvement over last year's version. Player models have a far less blocky appearance, and new animations like one-handed grabs have been added.

X-Men

Theme	Fighting	**# of Players**	1 -2
% Complete	10%	**Availability**	Q1 '99
Publisher	Activision	**Developer**	Cyrox



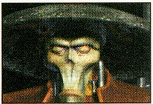




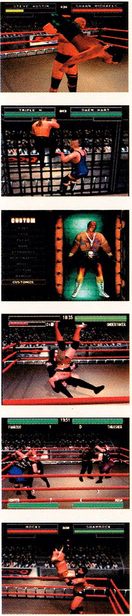
Disappointed with such lackluster titles as Acclaim's Fantastic Four, Marvel is taking a more active role in Activision's X-Men. In addition to 12 of your favorite mutants, the game will also have real-time 3D backgrounds.

The Diabolical Adventures of Tobu

Theme	Action	**# of Players**	1
% Complete	50%	**Availability**	November
Publisher	989 Studios	**Developer**	989 Studios



Industrial high-tech and traditional Asian designs co-mingle in Tobu, a unique airborne platform title. You're free to fly in any direction, but you must negotiate a number of challenging obstacles in a limited amount of time.



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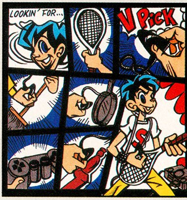
Stolen Song

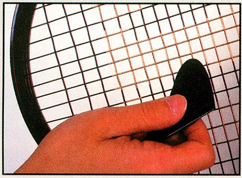
Theme	# of Players	Publisher	Developer	Availability
Rhythm	1-2 Players	SCEI	VME	Now

A VIRTUAL MUSIC ADVENTURE
TOMOYASU HOTEI
STOLEN SONG

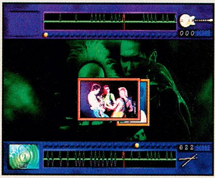
Are you ready to rock? Do you have what it takes to play in Tomoyashi Hotei's band? Who's Tomoyashi Hotei? Well he's the star of Virtual Music Entertainment's Stolen Song and is a well-known Japanese rock star. With similar play mechanics to PaRappa the Rapper, you must hit the guitar chords at exact moments in time with the music. You don't have to worry about changing chords and such because the game does that for you automatically. Once you're set, you can either use the PlayStation controller or the optional Virtual Pick (see g.e.a.r. section) and earn a spot on Hotei's band. The coolest part about Stolen Song is the artificial and cheesy world it creates The environments are very crude and basic, and almost seem like they came right from an adult PC CD-ROM game (not that I've ever played them...much). This is inexplicably endearing especially since Hotei himself is a cheesy character who wears outfits that match his guitar. Stolen Song is an incredibly quirky and entertaining experience and should not be missed.



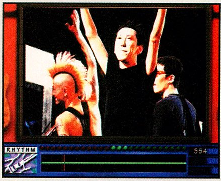
This handy sheet lets you know what you can and cannot use the virtual pick with. Obviously, the tennis racket is preffered.



Grab the virtual pick and a trusty tennis racket and get ready to rock! Come on, rock I said!



Time your strumming to the "Rythmn EKG". You can have a friend play drums in the 2 player band mode forming a funky duo.

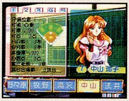


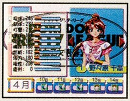
You did it! Now you can hang with Japanese rocker Tomoyashi Hotei. Rock n Roll is truly an universal language. Oh yeah!

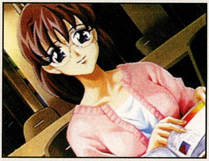
Doki Doki Pretty League

Theme	# of Players	Publisher	Developer	Availability
Simulation	1 Player	X-ing	X-ing	August

Did you know that the film *A League of Their Own* starring Geena Davis and Madonna was renamed *Pretty League* in Japan? That's what inspired this game where you must manage an all-girl baseball team. Just like other simulations, romantic situations arise. Choose love!



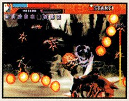


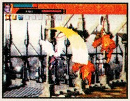


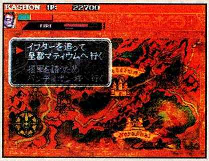
SolDivide

Theme	# of Players	Publisher	Developer	Availability
Action	1-2	Atlus	Psikyo	July

This unique side-scrolling shooter features three different characters who have their individual strengths and weaknesses. You must use swords and magic that can be powered up during gameplay instead of using conventional guns. This makes for a decidedly tougher challenge.



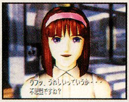


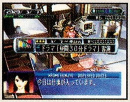


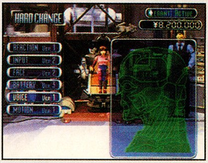
Debut 21

THEME	# OF PLAYERS	PUBLISHER	DEVELOPER	AVAILABILITY
SIMULATION	1 PLAYER	NEC	NEC	TBA

Oh, these wacky Japanese games! Debut 21 is a "virtual idol simulation" where you are a manager of up-and-coming young actresses and singers. The main character's name is AI with the hook being that she's an android. Your job as her manager is to train this raw (yet robotic) talent to become a top star.



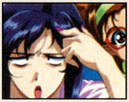


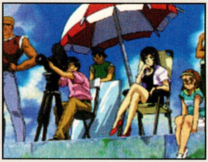


Double Cast

THEME	# OF PLAYERS	PUBLISHER	DEVELOPER	AVAILABILITY
SIMULATION	1 PLAYER	SME	SME	NOW

This Yaru dora (short for Yaru Dorama, which means playing drama) is an adventure title that consists entirely of animated sequences. Contrary to its non-serious look, Double Cast features a story full of suspense and mystery revolving around the main character who is a college student involved in a film club.

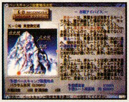


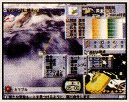


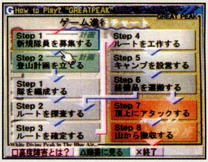
Great Peak

THEME	# OF PLAYERS	PUBLISHER	DEVELOPER	AVAILABILITY
SIMULATION	1 PLAYER	SCEI	SCEI	TBA

Japan is undeniably the land of the simulation game and the latest one takes an interesting turn. Great Peak puts you in charge of five climbers to challenge five mountains. Plot your course and carefully ration food or you will lose team members! No word yet if you'll be able to eat fallen climbers to stay alive.







How to Play? "GREATPEAK"

ゲーム進行チャート

Step 1 新規隊員を募集する

Step 2 登山計画を立てる

Step 1 隊を編成する

Step 2 ルートを探査する

Step 3 ルートを確定する

Step 4 ルートを工作する

Step 5 キャンプを設営する

Step 6 装備品を運搬する

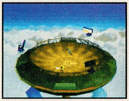
Step 7 頂上にアタックする

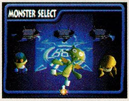
Step 8 山から撤収する

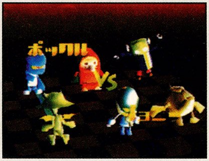
Gangway Monster

THEME	# OF PLAYERS	PUBLISHER	DEVELOPER	AVAILABILITY
TACTICAL SIM	1 PLAYER	SME	SME	TBA

Japan just can't get enough of those "raise your monster and then put them to battle" games. This one takes place on spinning tops, the goal being to hit your opponent from the back or side with strategic acceleration and braking. You can also fill your gauge and unleash a finishing move to win.



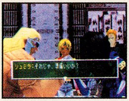


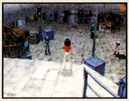


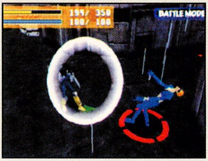
Gunnm

THEME	# OF PLAYERS	PUBLISHER	DEVELOPER	AVAILABILITY
ACTION	1 PLAYER	BRANPRESTO	BRANPRESTO	AUGUST

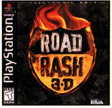
Based on the popular Anime of the same name (U.S. audiences know it as Battle Angel Alita), Gunnm follows the story of a cyborg girl named Garii who is searching for her lost memory. There will be various battle modes like hand-to-hand fighting and a 3D shooting level later in the game.





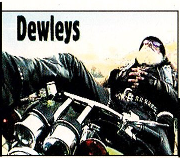


Developer Electronic Arts
Publisher Electronic Arts
Genre Sports/Racing



1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

Road Rash 3D



The most pleasant rash I've encountered all month

For those of us who'll never have the chance to ride with a gang of motorcycle outlaws, swing a chain at a cop's head or mercilessly run over a defenseless jogger, Electronic Arts' long-running Road Rash series has always been the next best thing.

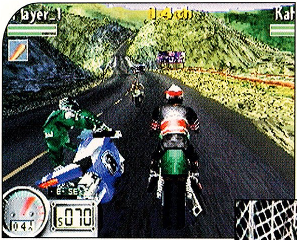
While Road Rash 3-D boasts an entirely new 3D graphics engine, the gameplay remains refreshingly true to the series' roots. Your objective: get to the finish line first while avoiding arrest and busting as many heads as you see fit. Make it to the finish line intact, and you'll be awarded a cash prize, which can be used to purchase bigger and badder bikes. And so on and so on.

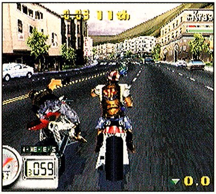
Unlike the linear tracks found in previous games in the series, Road Rash 3-D encompasses more than 100 scale miles of interconnected urban, suburban and rural highways. At any time, the player is free to deviate from the course for a "Sunday drive" to any other point on the map thanks to powerful spooling technology. You can also see far into the distance with minimal pop-up, another testament to the power of Road Rash's 3-D engine and track design.

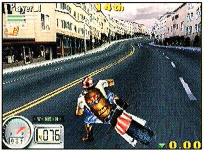
Do unto others before they do unto you

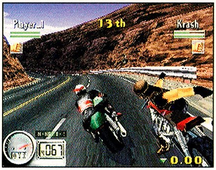
Populating the world of Road Rash 3-D are four distinct gangs, who tend to congregate in certain areas of the map. The DeSades are vinyl and rubber-clad urban riders who assemble their bikes from stolen parts. The Dewleys are cruiser-riding Hell's Angels wanna-bes, while the Techgeists and Kaffe Boys prefer high-end imports. Allegedly, the gangs have their own distinct riding styles and will not fight amongst themselves. In practice, however, Road Rash 3-D is the same free-for-all it ever was, although it's nice to see different types of bikes and riders on the course instead of redundant palette swaps.

And what would Road Rash be without weapons? Once again you can swipe one of nine unique weapons—including chains, clubs and crowbars— from your opponents to dish out a little pay back. Crash animations, like all other rider animations in the game, are superb. Upon impact, riders are literally launched from their seats, arms pinwheeling

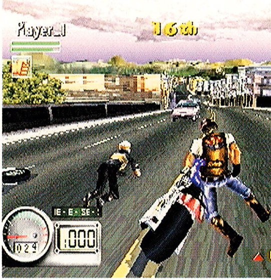


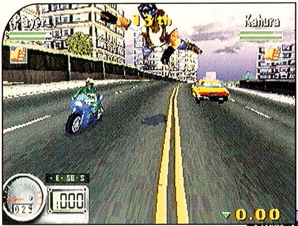


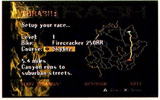




Shot in an irritating Mtv-style, the game's costly cinemas become utterly tiresome after a couple of viewings. Instead of lots of extremely short clips, the developers should have shown one long one after the player completes an entire level. That way, they wouldn't break up the action so much and would have more of a reward value.





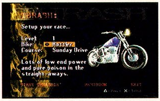


THRASH:

Setup your race...

Level 1
Bike: Firecracker 250RR
Course: Skyline

5.4 miles
Canyon runs to suburban streets.



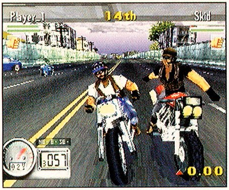
THRASH:

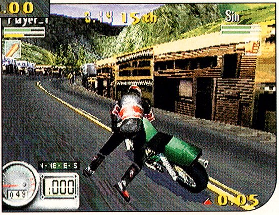
Setup your race...

Level 1
Bike: Rattler
Course: Sunday Drive

Lots of low end power and pure poison in the straight-aways.

Here's a shot of Road Rash 3D's intricate highway system. As you can see, races still essentially take place in a straight line. Why EA failed to take advantage of the game's interconnected roads is a mystery. It would have been far more interesting to plot your course before the race, choosing the shortest route while taking gang locations into consideration.





wildly. As they slide belly down across the tarmac, they flail their limbs about, like a child throwing a tantrum on the living room floor. Although slightly comical, the crashes are quite cringe-inducing, particularly for anyone who's ever ditched a bike.

Rash around the clock

Included on Road Rash 3-D's 17-song soundtrack are immerging rock bands CIV, Sugar Ray, The Mermen, Full On The Mouth, Kid Rock and The Tea Party. Although none are in the same league as Soundgarden, found on previous Road Rash soundtracks, the tunes are head-and-shoulders above the generic guitar rock typically found in games of this type.

Road Rash's extensive full-motion cinemas, however, are another matter. Poorly acted and shot in an irritating Mtv-style, the cinemas are as superfluous as ever and a waste of disc space. More disappointing is Road Rash 3-D's lack of a Two-player head-to-head mode, the highlight of previous Rash titles and something requisite in racing games in general. Also, the developers completely failed to exploit the game's interconnected highway system; deviate from the prescribed course, and you're pretty much out of the running. Instead, imagine the following scenario: While approaching a fork in the road, you have a split second to choose between Highway A, which is long but relatively safe, or Highway B, which is shorter but passes through the heart of a rival gang's territory. While Road Rash 3-D's emphasis is rightly placed on action, the game is in sore need of at least a modicum of strategy.

Additionally, the previously described panoramic views seem to have been achieved at the expense of frame-rate and resolution, as evidenced by the game's pixellated landscape textures. Quirky physics and haphazard collision detection further rain on Road Rash 3-D's parade.

While many casual gamers will be thrilled by Road Rash 3-D's fast action and over-the-top violence, long-time fans of the series (such as myself) will see the game as little more than a solid foundation for the *next* Road Rash.

—Gary Mollohan

Rash of Ages

1991- Road Rash (Genesis)—The game's mix of attitude, combat, and racing made it a cult-favorite among Genesis owners and critics. Word of mouth and marketing then let it find its mainstream audience.

PLAYER A
5TH PLACE
BIKE
ROZ
109

1992 - Road Rash II (Genesis)—The biggest improvement was a very important (and fun) Two-player Simultaneous Mode.

1994 - Road Rash (3DO)—The 3DO badly needed a great game, and Road Rash delivered. It didn't save the system from its demise, but it did revolutionize the marriage between popular mainstream music and games. Great 3-D tracks and large digitized riders made Road Rash 3DO look as good as it played.

1995 - Road Rash III (Genesis)—This final cartridge version looked dated after the stellar 3DO one. It did, however, have digitized riders.

1996 - Road Rash (Sega CD)—The second cd in the series looked similar to Road Rash III, however, the alternative soundtrack played during races instead of between them.

1995, 1996 - Road Rash (PlayStation, Saturn)—Essentially just quick and easy ports of the 3DO version, both titles looked a bit dated compared to top racers of the day.

1997 - Road Rash 3-D (PlayStation)—The first fully 3-D Road Rash, the game also has 100 miles of interconnected highways.

Box Score

Pros

- **Great rider animations**
- **Immense, spooling tracks**
- **17-song soundtrack featuring six alternative bands**

Cons

- **No Two-player Mode**
- **Occasionally quirky physics**
- **Pixellated landscape textures**
- **Frame-rate is a bit slow**

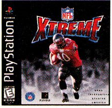
"For those of us who'll never ride with a gang of motorcycle outlaws or swing a chain at a cop's head, Road Rash 3-D is the next best thing."

Official U.S. PlayStation Magazine

● ● ● ○ ○

Rating

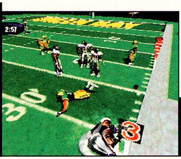
Developer	989 Sports
Publisher	989 Studios
Genre	Sports/Racing



1 or 2 Players

Memory Card 1 block

NFL Xtreme



Isn't this game supposed to be fun?

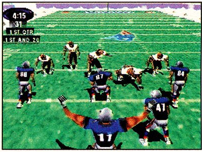
It's hard to know what to think about NFL Xtreme. On the one hand, the designers insist that it's been in development for over a year. And yet, it comes so *closely* on the heels of the overwhelming success of Midway's arcade hit NFL Blitz, and the games are so *strikingly* similar, that such a claim is, well...let's just say it's straining coincidence just a bit.

Regardless of the motives behind the release of Xtreme, it's undeniable that the basic idea of the game is identical to that of Blitz: intense, action-oriented arcade-style football, big plays, rough tackles and no penalties (or "prison rules," to borrow a phrase from *The Cable Guy).* Where the two games differ is where Xtreme stumbles (and before anyone says it's unfair to compare these two titles, be aware that 989 Studios released a "Competitive Analysis" of Xtreme and Blitz with the reviewable copies, so they're obviously open to comparisons); specifically, Xtreme tries to maintain some of the simulation aspects of more conventional console football games, and fails.

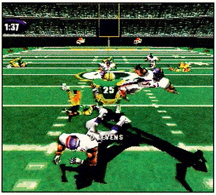
Take, for example, the overwhelming number of plays included in Xtreme. The game throws 60 plays at you, which is fine if you're a football fan or a seasoned console veteran. But one of the reasons Blitz is so damned fun is that there *aren't* that many plays; you don't have to wonder, "Hmm, do I choose Pro or Twins or Stack? Do I go for the Sweep, or will the Counter be more effective against a Man defense?" Throw in a Season Mode, motion captures of NFL players and all 30 NFL Stadiums, and you've got a game for football fans looking for something halfway between Blitz and GameDay 98. Trouble is, I can't think of a single person who'd be looking for that. I know I'm not.

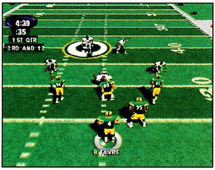
Whether it was intentional or not, Xtreme looks like the designers tried to emulate Blitz—and pretty much missed the point entirely. In fact, the Instant Replay is just about the only thing I can think of that's an actual advantage in Xtreme's favor. I'm disappointed.

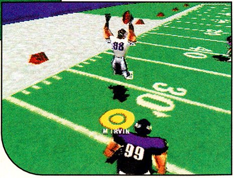
—Joe Rybicki



I have to admit that the weather effects are nicely done. The snow (above) looks particularly believable (is that anti-aliasing going on there?). I only wish the gameplay were as convincing.







For some reason, the only way to catch the ball is for your receiver to leap skyward as if he's just suffered a major back spasm (above). Do people do this in real life?

Box Score

Pros

- Nice graphics
- More realistic than Blitz (if you're into that)

Cons

- More realistic than Blitz (I'm not into that)
- Laughable announcer
- Sluggish controls
- A strange coincidence in timing makes it seem shamefully derivative

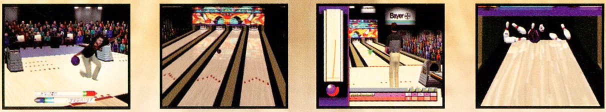
"Xtreme looks like the designers tried to emulate Blitz—and pretty much missed the point entirely."

Official U.S. PlayStation Magazine

● ● ○ ○ ○

Rating

You're in the 10th frame,
there's a bucket of sweat
dripping off your brow
and this shot is worth
way too much money



IS IT REAL OR IS IT...

- *Brand new Brunswick Skins Game format*
- *13 professional Brunswick Bowlers*
- *Intelligent bowler and crowd reactions*

"Amazingly Fun!"
-Next Generation
Brunswick
CIRCUIT PRO BOWLING
PlayStation
THQ
EVERYONE
E
ESRB

- *State-of-the-art physics engine for unbelievably real pin action*
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PlayStation

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Developer Whoopee Camp
Publisher SCEA
Genre Platform

PlayStation
TOMBA!

1 Player
Memory Card 1 block
Analog Controller Compatible

Tomba!

PlayStation

Big, bright and just plain fun

This year's E³ was a particularly disappointing example of what happens when too many game designers try to crowd onto the same bandwagon. This year, the bandwagon in question was the post-apocalyptic third-person 3D shooter. The place was virtually overrun with games taking place in dim, dirty hallways or under dismal grey skies. One refreshing example was Tomba!, a unique and entertaining mix of platformer and RPG. Tomba! is a testament to the fact that a game doesn't have to be bloody, violent and dark to be good.

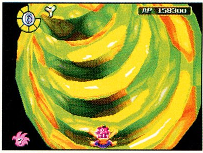
At first glance, Tomba!'s bright, colorful polygonal environments (not to mention the wacky pink-haired hero) make it seem as though it's aimed at a younger audience. Dismiss it as such, however, and you'll be missing out on one exceptional game.

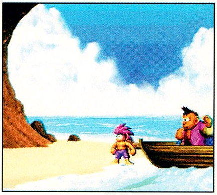
First of all, the game is just huge. Each area contains literally dozens of different objectives which range from quick search-and-rescue missions to moderately challenging puzzles. After only a short time, you can open up the menu which lists your various quests, and you'll get an idea of the scope of the game. We're talking almost 20 screens' worth of different objectives, over 130 in all.

Now, none of these quests are incredibly difficult, which may bother fans of more cerebral games, but the sheer number of them makes for a lengthy, satisfying gameplay experience. It should be noted that this fact can also prove a bit overwhelming; if you're not careful, you may find yourself led off on a tangent that can quickly turn into a major sidetrack. Luckily, the Events Screen keeps track of the different objectives. What this amounts to is a story that is extremely varied and fast-moving, without being too unfocused.

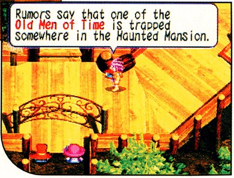
A truly enjoyable game, Tomba! redefines the platform genre with RPG elements and a vast, nonlinear world. It's about as far as you can get from a standard platform game without leaving the genre entirely.

—Joe Rybicki

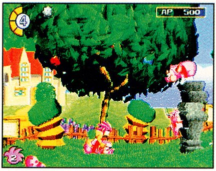




Tomba! is chock-full of unusual segments that seriously break up the side-scrolling platform formula, like the Leaf Slide (above) and this little seafaring interlude (left).



Rumors say that one of the Old Men of Time is trapped somewhere in the Haunted Mansion.



The small towns scattered around Tomba!'s world (above) give the game an RPG feel from time to time. Tomba will need to talk to villagers to get new quests, as well as hints on his current missions.

Box Score

Pros

- Surprisingly deep polygonal environments
- Humorous characters
- Dozens of mini-quests
- Pig-mounting!

Cons

- It's possible to get lost in over 130 quests
- Lots o' load times!
- Much too civil for fans of dark, violent games

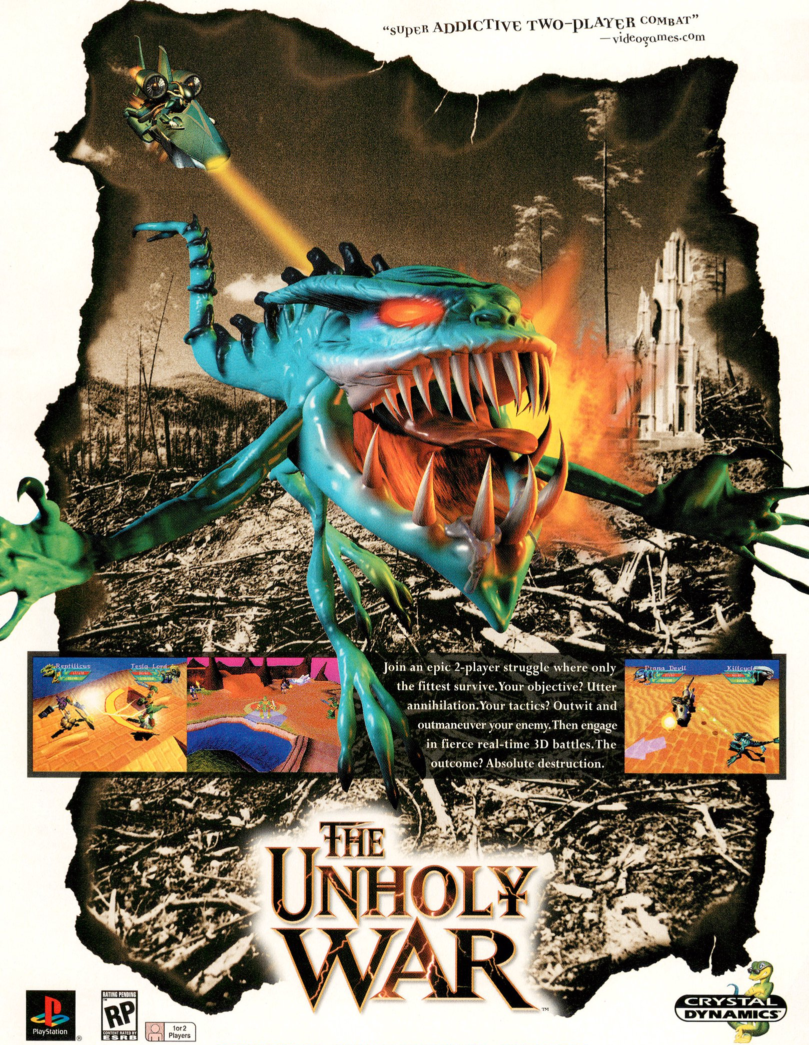
"Tomba! redefines the platform genre with RPG elements and a vast, nonlinear world."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

"SUPER ADDICTIVE TWO-PLAYER COMBAT"
—videogames.com


Reptilicus
Tesla Lord
Prana Devil
Kilcycle
RATING PENDING
RP
CONTENT RATED BY ESRB
1 or 2 Players
PlayStation
CRYSTAL DYNAMICS

Join an epic 2-player struggle where only the fittest survive. Your objective? Utter annihilation. Your tactics? Outwit and outmaneuver your enemy. Then engage in fierce real-time 3D battles. The outcome? Absolute destruction.

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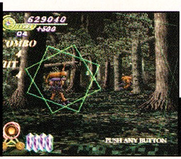
PlayStation
ELEMENTAL GEARBOLT

Developer Alfa System
Publisher Working Designs
Genre Action/Adventure

1 or 2 Players
Memory Card 1 block

Elemental Gearbolt



A light-gun game with a shot of originality

Although light-gun games seem to be enjoying a resurgence of popularity at the arcades recently, very few companies have taken an interest in developing the genre for the PlayStation. They mostly consist of Namco and...well...Namco. Working Designs looks set to finally break the trend this summer with Elemental Gearbolt—a somewhat short, but very sweet new breed of gun game.

In its print ads, Elemental Gearbolt is referred to as a "unique RPG/Shooting hybrid"—RPG? I'd disagree with the RPG part, but it certainly is unique. Unlike the gun games you are probably used to, there is no reloading or limited ammo to worry about here, no new weapons to locate, no hostages or innocent people to avoid. It's just an all-out, blast-fest from start to finish. This isn't to say there is no room for skill and finesse in Elemental Gearbolt, however. You always have three different elemental guns you can switch between throughout the game to best utilize their relative strengths and to maximize bonus points. Your score is tallied with a multiplier based on how many enemies you hit without missing. It's similar to Virtua Cop, but after each level, you can use those points to gain levels and increase the strength of your weapons. This "combo scoring and level-up system, along with hidden secrets and variable difficulty, encourages replay and gives Gearbolt that addictive quality every good light-gun game needs.

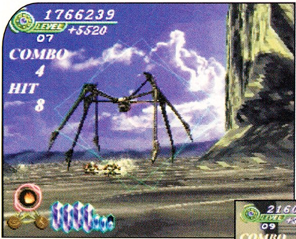
Aesthetically, Gearbolt is also right on target (pardon the easy pun). All the enemies have a heavily anime-influenced sci-fi/fantasy feel to them, which look great both as sprites and in polys. Even more impressive is the soundtrack that's comprise of collection of haunting orchestral CD tracks that give the game a dark mood and atmosphere difficult to put into words.

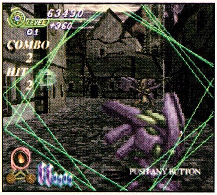
So dust off the GunCon and pocket your quarters; Elemental Gearbolt is a quality title that helps fill a badly neglected category in any PlayStation library.

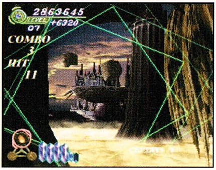
—Mark MacDonald

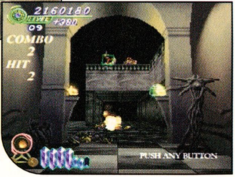
Champion of the Elements

OPM contributing editor Mark MacDonald (right) beat Tyrone Rodriguez in the Elemental Gearbolt tournament, proving that our guns are bigger and better than everyone elses.









Green aiming boxes rapidly zoom in and lock-on to targets, pointing out targets that would be a good idea to destroy (left).

Box Score

Pros

- Very original game concept
- Great atmosphere
- Two-player Simultaneous Mode

Cons

- Some slowdown during Two-player Mode
- The game is a little short

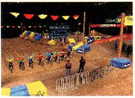
"Elemental Gearbolt is a quality title that helps fill a badly neglected category in the PlayStation library."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

It's Showtime

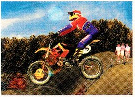


Compete for Championship Titles

Win big bucks and use the dough to buy upgrades and repairs

Revolutionary Track Editor

Create and store 30 custom tracks on a single Memory Card with Track Editor



Death-Defying Moves

Jumps, stunts, hairpin turns, and bone-crushing wipe-outs

Furious All-Terrain Racing

Sand, mud, water, gravel, and ice effect handling and speed

Race Against a "Ghost Rider"

Compete against a ghost rider simulation of your best time

Get a Grip

Plug in a Sony Analog Controller for precise handling.

JEREMY MCGRATH SUPER CROSS™ 98

sweat the details™

RATING PENDING RP CONTENT RATED BY ESRB

PlayStation™

BELL
Showtime
YAMAHA
Tech Series

Jeremy "Showtime" McGrath
7-Time AMA Motocross Champion

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Developer	Eurocom
Publisher	Midway
Genre	Fighting

PlayStation
MORTAL KOMBAT 4
MIDWAY

1 or 2 Players

Memory Card 1 block

Mortal Kombat 4

WINS: 00
RAIDEN
LIU KANG

Impale a pal in three dimensions!

After Midway's slipshod PlayStation adaptation of San Francisco Rush, few gamers, myself included, had high hopes for Mortal Kombat 4. After all, the PlayStation is simply too underpowered to do the Zeus-powered arcade monster justice, right? Wrong. While the graphics have taken a pretty significant hit, MK4 has made it to PlayStation surprisingly intact.

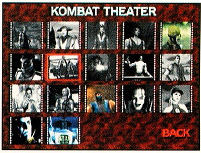
While developer Eurocom was able to re-create the arcade version's detailed 3D backgrounds, character polygon counts are the lowest allowed by law. While easily recognizable, many of your old favorites, such as Sub-Zero and Scorpion, look a bit emaciated. Hit "Start," however, and all is forgiven; the action is as fast, furious and—most importantly—as bloody as any MK fan could hope for. The all-new weapons, (which can be stolen from an opponent and used against him) inject the gameplay with some much-needed originality and really spice up two-player contests.

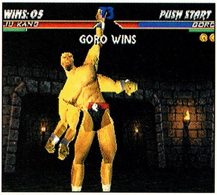
For those of you unfamiliar with MK4's superfluous back story, I'm not even going to bother retelling it. Truth be told, I've been pretty lost since MK2. Suffice it to say there's a brand-new villain threatening the Earth realm, and it's up to you to stop him. Involved in the conflict are lots of new and old warriors—and I'd be lying if I said I liked any of the seven new characters, particularly Uncle Fester look-alike Quan Chi. (Is it just me, or have John Tobia's character designs gotten progressively less inspired since the original Mortal Kombat?)

While MK4's control is reasonably tight, it's not as responsive as previous MK home translations, making side-stepping and picking up objects a bit awkward. Disc access between rounds and before fatalities also slows the action, but not too badly.

All in all, Mortal Kombat 4 is the fastest, bloodiest 3D fighter available for PlayStation and my favorite installment in the series since MK2.

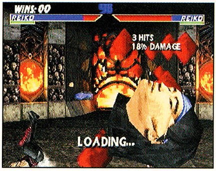
—Gary Mollohan





(above) A Tekken 3-style Theater Mode has been added to the PlayStation version of MK4, allowing you to save and replay your favorite character endings. (left) The multi-limbed half dragon Goro, who has not appeared in an MK title since the original, also lurks within the game.

WINS: 01
FUJIN
WINS: 00
QUAN CHI



(left) Excessive disc access during two-on-two contests is so distracting, Midway probably should have left the play mode out altogether. Fortunately, disc access between rounds and before fatalities is far less intrusive.

Box Score

Pros

- Armed Kombat adds all-new strategies
- The arcade version's 3D backgrounds are intact
- The inclusion of Goro and some all-new play modes

Cons

- Control not as responsive as it should be
- Excessive disc access during two-on-two matches
- Low character polygon counts

"All in all, MK4 is the fastest, bloodiest 3D fighter available for PlayStation and my favorite installment in the series since MK2"

Official U.S. PlayStation Magazine

●●●◐○

Rating

adidas
BRAZIL 0 - 0 ARGENTINA
LONG PASS
SHOOT
SHORT PASS
11 WRIGHT
EVERYONE
E
CONTENT RATED BY
ESRB
神
Shen
PlayStation
PSYGNOSIS

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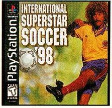
Developer Konami
Publisher Konami
Genre Sports/Racing



1~4 Players
Memory Card 1 block
Analog Controller Compatible

Int. Superstar Soccer '98

CHAMPION JAPAN
INTERNATIONAL CUP CHAMPION

PlayStation

The best just got a whole lot better

With World Cup fever in full swing, soccer fans will want the best simulation of the sport to play out their favorite match ups. The clear choice for these fans is International Superstar Soccer '98 which is hands down the best soccer game to ever hit the PlayStation.

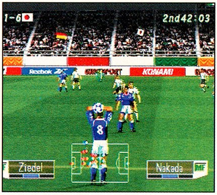
The main problem with soccer titles in the past has been player control and computer AI of your opponent as well as your teammates. ISS '98 has extremely responsive controls (with or without analog) that allow you to pull off precise passes and set up satisfying plays. Centering the ball has been simplified, but it isn't automatic, which is the way it should be. Also, there is also a miniature on-screen bar that lets you control the distance of long passes and shots on goal—a significant improvement over last year's version (Goal Storm '97). The overall graphics have also been revamped with better polygonal player models and three times more animation. As if all that wasn't enough, the frame-rate is very high and the way the field scrolls is very smooth. These last two points are key since they are the weak links in EA's World Cup title, a game that has all of the bells and whistles, but falls short of delivering basics. While we're on the subject of drawbacks, one of ISS '98's is that it lacks the World Cup 98 license. There is an International Cup Mode that does an adequate job, but it just doesn't add the proper amount of atmosphere that would surround such an important event. The commentary, while light years ahead of last year's version, repeats phrases a lot and is a bit too reserved during goals. My last gripe is the horrible rain effects during games which looks like bad TV interference and hampers your focus on the game.

Minor nitpicks aside, International Superstar Soccer '98 is easily the best PlayStation soccer simulation, even though it does lack some licenses and features. Highly Recommended.

—Wataru Maruyama

Don't remember last year's version? That's because International Superstar Soccer was formerly known as the Goal Storm '97. Everything from the character builds to the frame rate has been improved substantially for switch to ISS '98.

0-0
1st 19:44
FW Maruyama



0-0
1st 0:09
FW Kazuya
Klinsner FW

EUROSPORT
FW 12 Maruyama
182cm / 75Kg / age 29

A brilliant goal by Maruyama! ISS 98 has an edit player option that let's you fill in the actual names of any given international team or simply feed your ego.

Box Score

Pros
- Great animation
- Fluid frame rate
- Edit Player Option
- Solid commentary
- Competitive AI

Cons
- No World Cup license
- Laughable rain effects

"International SuperStar Soccer '98 is easily the best PlayStation soccer simulation."

Official U.S. PlayStation Magazine Rating

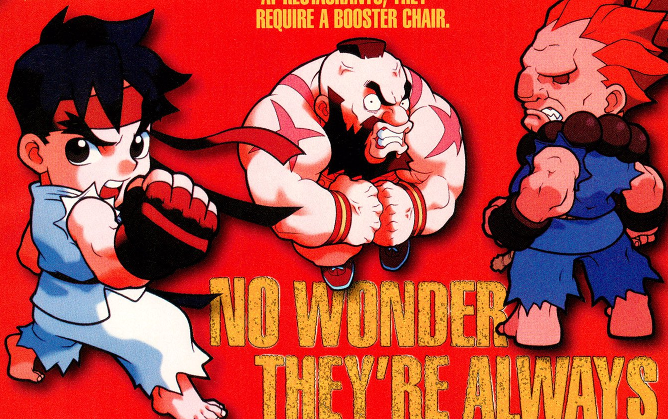
WORTH 20 FIGHTERS EDGE POINTS!

FIGHTERS EDGE

THEY CAN ONLY FIND PANTS IN THE CHILDREN'S DEPT.

AT RESTAURANTS, THEY REQUIRE A BOOSTER CHAIR.

THEY CAN'T REACH THE GAS PEDAL.



NO WONDER THEY'RE ALWAYS LOOKING FOR A FIGHT.

15300
IBUKI
KEN

Pocket Fighter™ is the most outrageous fighting game ever! Innocent but deadly pint-sized champions pack one heck of a punch in hilarious head-to-head battles. Don't be caught short. Catch this brand new hit in the Fighters Edge program at www.fightersedge.com.

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DAN
K.O.
FLASH COMBO FINISH

TEEN T CONTENT RATED BY ESRB

PlayStation®

PlayStation
Pocket Fighter
TEEN
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Developer NoName Game
Publisher Psygnosis
Genre Puzzle/Strategy

PlayStation
SENTINEL RETURNS

1 Player
Memory Card 1 block

Sentinel Returns

Quite possibly PlayStation's most abstract game

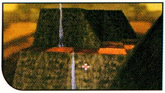
Weird. If there was only one word that you could use to describe Psygnosis' latest release, that would be it. Sentinel Returns is a strange sort of puzzle/strategy game that is truly unlike any other—except maybe the original version. The only problem is, it may be a bit *too* unique.

In Sentinel Returns, you are a sort of non-entity that lacks the ability to move around on your own (this is somewhat hindering at first). You can, however, construct stations that you can transfer into as you try to reach the highest platform in each level. As you move around, you need to dodge the watchful, energy-draining eye of the Sentinel, who sits atop the very platform that you're trying to reach.

The game is quite confusing and difficult to get the hang of at first, and, unfortunately, the bland graphics and muddy control won't help draw you in. Still, once you've beaten a few levels and gotten used to the control, it becomes strangely addicting. Plus, with over 600 levels, you'll be busy for a long time.

Sentinel Returns is definitely not a game for everyone. People who enjoy a nice game of chess might appreciate it; everyone else will probably fall asleep.

—Phil Theobald



Although it's a major drag, reading the instruction manual is the only way to get anywhere in Sentinel Returns.

Box Score

Pros	Cons
• Tons of levels • Requires brains, not brawn • Unique gameplay	• Difficult to get into • L-O-N-G load times • Very basic graphics

● ● ○ ○ ○
OPM Rating

Developer Gremlin Int.
Publisher Fox Interactive
Genre Action/Adventure

PlayStation
N2O
nitrous oxide

1 or 2 Players
Memory Card 1 block
Analog Controller Compatible

N20

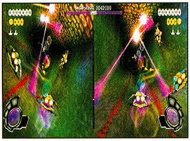
Gremlin invites you to trip like they do

As a sensory experience, Fox Interactive's N20 may be brilliant, but as a game it's decidedly less impressive.

N20 puts you in control of a futuristic craft inside a continuous, pulsating tube where you collect coins and an assortment of power-ups while shooting a legion of insectoid enemies. Although initially arresting, the game's hypnotic visuals and endlessly looped trip-hop soundtrack (provided by The Crystal Method) quickly lull the player into a stupor. The developers seemingly attempted to mix things up by throwing the occasional bonus round and Boss at you, but both play too similarly to the standard levels to break up the monotony. Making matters worse is N20's unnecessarily complex scoring and power-up system, explained to the player by a 10-screen text tutorial. This is a shooting game, for cryin' out loud—it should be fairly self-explanatory.

For what it's worth, N20 is the first game of its type to include both Two-player Simultaneous and Split-screen Modes. (Perhaps Gremlin recognized the need to have a friend present to nudge you when you nod off.) Such features are nice, but they need a game to make them worthwhile. Nevertheless, while die-hard shooter fans may appreciate N20's psychedelic nuances, most will find it inscrutable and repetitive.

—Gary Mollohan



During two-player contests, gamers may share a single screen or play via a split screen.

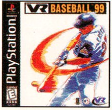
0005200
HIGH-SCORE 0010000

0002200
HIGH-SCORE 0010000

Box Score

Pros	Cons
• A cheap, safe alternative to recreational drugs • The Crystal Method's trippy soundtrack	• Extremely monotonous • Overly complex scoring system • Drool stains on your carpet

● ● ○ ○ ○
OPM Rating



Developer VR Sports
Publisher Interplay
Genre Sports/Racing

1 or 2 Players
Memory Card 1~6 blocks

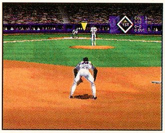
VR Baseball 99

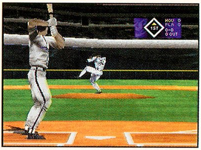
VR slides much closer to reality

After a lackluster debut a year ago, the pressure was on for Interplay to stand and deliver a much better baseball game the second time around. They can consider that mission accomplished as VR Baseball 99 is a much improved title.

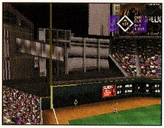
The problem with most PlayStation baseball games is that they aren't realistic enough. VR Baseball isn't flawless in this respect, but it does re-create the nuances and plays in the game of baseball much better than its competitors—and, even more importantly, the game is still fun. The only major gripe is that there are too many homeruns—a problem that plagues just about every recent baseball game I've played.

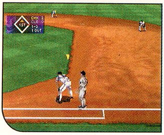
As good as this game's realism is, the features and graphics are not. VR Baseball's 3D graphics are quite messy and bland, especially in regards to the players themselves. The presentation and atmosphere of the game is also quite uninspired, giving the game a somewhat sloppy feel throughout. Also, many features that are standard in baseball games (such as creating and modifying players, and play-by-play announcing) are conspicuously absent. Despite all of these faults, the fact that I am still recommending the game is a tribute to its strengths. I hope to see this series continue to improve at this rate. *—Kraig Kujawa*





There's plenty of home runs in VR Baseball so expect screens like those on the left very often.



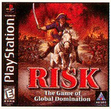


Box Score

Pros	Cons
• Great realism • ..yet still fun to play • Authentic stadiums, players, etc.	• Graphics are subpar • Many necessary features are missing. • No play-by-play announcer

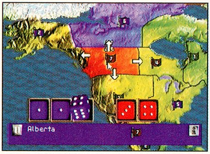
● ● ● ◐ ○

OPM Rating

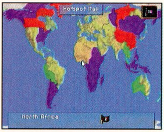


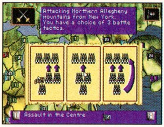
1~4 Players
Memory Card 2 blocks
Analog Controller Compatible

Developer Runecraft
Publisher Hasbro Int.
Genre Puzzle/Strategy



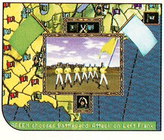
Ultimate Risk (right) adds strategic depth by allowing for formations.





Attacking Northern Allegheny mountains from New York. You have a choice of 3 battle tactics.

Assault in the Centre



GREEN chooses Battlecard Attack on Left Flank

Risk

The classic game shines on the TV screen

Long before strategy games graced console systems, Risk let wanna-be war generals preside over a battlefield that consisted of a game board with a world map on it. Now, thanks to Hasbro, Risk's simple elegance is being brought to the television screen with a few new twists.

Global domination is the name of the game. To set about ruling the world you must use groups of armies to conquer countries by rolling the dice to see who lives and who dies. New armies are awarded each turn, and additional reinforcements may be won by trading in cards gained after conquering an opponent or by securing continents. On paper, it sounds very simple, but the game only becomes as complicated as the players make it. That is—until you try Ultimate Risk, an incredibly enhanced version of the game that includes new maps, missions objectives, and even battle formations. Furthermore, Ultimate Risk allows for an immense amount of game customization.

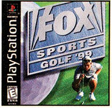
This in-depth gameplay will have to be enough to immerse you because Risk's visuals aren't very compelling. Aesthetically, Hasbro could have done better than its sparsely detailed 2D graphics. But, despite the absence of lavish eye-candy, Risk is must-have for fans of the board game, and a good title for strategy game fans to try. *—Kraig Kujawa*

Box Score

Pros	Cons
• Very customizable • Does justice to the board game • Still holds up as a great strategy game	• Lackluster visuals and sound (but it looks better than the board game!)

● ● ● ● ○

OPM Rating


PlayStation
FOX SPORTS GOLF '99

1~4 Players

Memory Card 1~6 blocks

Developer	Gremlin
Publisher	Fox Sports Int.
Genre	Sports/Racing

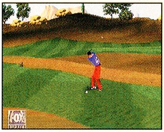
Fox Sports Golf '99

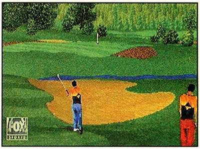
Fox Sports shoots a bogey

Since there are so few quality PlayStation golf games, it's not hard to understand why I consistently hope that I'll find one worthy of the PS's proven capabilities. The latest one, Fox Sports Golf '99, is actually developer Gremlin's follow-up to VR Golf, a game that for a time was the best golf sim the PS had to offer.

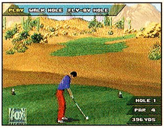
Getting right to the point, the game is a disappointment. The graphics are as uninspiring as any I've seen on the PS in awhile. The Fox intro is grainy, the game's menus are both small and difficult to decipher, and the in-game graphics make it difficult to tell the courses apart. Gameplay wise, Fox claims it is "the next best thing to actually being there..." even though as a serious sim, it doesn't have the realism one would expect or hope for. The ball physics are questionable at best. When I hit a shot in a good golf game, I know what the golf ball should do when hit, but in FSP '99 the ball takes indiscriminate bounces all over the place for no particular reason.

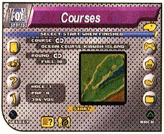
At least FSG '99 does offer more courses than most games, six, and it has more announcers than most, two, but it's not enough. I expected a better game than this from the makers of VR Golf. They had years to improve upon their title, and failed to do so. *—Kent Frechette*





The graphics are just barely passable, except in the case of those fancy golfin' twins with the matching shirts (above).


PLAY
WALK HOLE
FLY-BY HOLE
HOLE 1
PAR 4
396 YDS
FOX


Courses
SELECT START WHEN FINISHED
COURSE
OCEAN COURSE KIAWAH ISLAND
ROUND
FULL 18
HOLE 1
PAR 4
395 YDS
START
SELECT
BACK

Box Score

Pros	Cons
• Six courses • Several play modes	• Sub-par graphics • Annoying announcers • Sloppy use of Fox Sports license

● ● ○ ○ ○

OPM Rating

PlayStation
Turbo Prop Racing

1or 2 Players

Memory Card 1 block

Analog Controller Compatible

Developer	SCEE
Publisher	SCEA
Genre	Sports/Racing

Turbo Prop Racing

Not original, but properly fun

It won't take much time playing Turbo Prop Racing before gamers are reminded of another great racing game—WipeOut. It has the same feeling of lightning fast speed, power-ups scattered on the courses to pick up and avoid, and its own pulsing techno soundtrack. The comparison to that stellar game definitely bodes well for Turbo Prop and racing fans alike.

On the other hand, the differences between Turbo Prop and other racers will also be clear from the very first race. Piloting a 40-foot long speedboat through choppy water shouldn't feel like driving a car on dry pavement or piloting a hovercraft, and it doesn't. The control is quirky but ultimately suffices, and the game rewards players well as they improve with new boats, tracks and part upgrades all based on performance. The hi-res graphics are crisp and smooth, despite the usual very minor glitches here and there almost all PlayStation racers seem to suffer. Unfortunately, the limited choice of levels (six basic tracks with variations) and similarities between many of the courses cuts down on the replay value the game might have had.

Still, while it may not be up to par with WipeOut or Wave Race, Turbo Prop borrows enough from each to warrant a look-see from anyone with fond memories of those now-classic games. *—Mark MacDonald*

pos 11/16
0:58
lap 1/3
1:12:41
1:12:41

One look across all of these screen shots should make it evident that Turbo Prop's water effects are pretty impressive.

pos 15/16
0:42
lap 1/3
0:22:63
0:22:63

lap 1/3
pos 4/4
mark
0:48
lap 1/3
pos 3/4
pl 2
0:48

pos 16/16
1:11
lap 1/3
0:33:03
0:33:03

Box Score

Pros	Cons
• Smooth and fast graphics • Animated at 60 frames-per-second • Solid gameplay	• Not very original • Limited choice of race courses

● ● ● ● ○

OPM Rating

Developer Capcom
Publisher Capcom
Genre Fighting

PlayStation
Pocket Fighter
CAPCOM

1 or 2 Players

Memory Card 1 block

Pocket Fighter

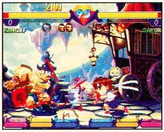
Pint-sized fighters, giant-size fun

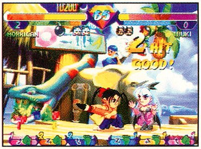
Let me just say that if you are a fan of Capcom fighters and would love to play as midget versions of them, you should buy this game immediately. For everyone else, read on.

Pocket Fighters takes various characters from the Street Fighter and DarkStalkers series (along with a couple obscure titles) and reduces their size, rendering them the most adorable little pugilists you've ever seen. The fun doesn't stop there because they have hilarious, over-the-top attacks that will often cause the characters to change costumes and knock each other out with utterly outrageous objects that appear out of thin air. As you would expect, the fighting engine is solid, if not unoriginal, and yields strategic depth for those who would rather try to play it straight. There are a total of 12 characters and each has an individual story and motivations for wanting to beat everyone else. As a bonus, Pocket Fighters contains an Edit Player Mode where you build a character and train them. The fights take place automatically and the purpose of it all is a sort of hands-off fighting/RPG. It's pretty interesting if you can get into it and a very nice bonus option.

If the cutesy characters and graphics turn you off, you should stay away from this title. For everyone else, grab a controller and have a good time.

—Wataru Maruyama





Playing against a human opponent is where Pocket Fighter shines. Nothing feels as good as whacking someone over the head with a 20-foot telephone pole.

ZANGIEF
SAKURA
3 HIT

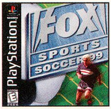
Box Score

Pros	Cons
• Solid fighting game engine • Adorable characters • Hilarious combos • Simple controls	• May be too cutesy for some • Basically the same fight engine as other Capcom fighters.

● ● ● ● ○

OPM Rating

Developer Gremlin
Publisher Fox Interactive
Genre Sports/Racing



1 or 2 Players

Memory Card 1~6 blocks

Fox Sports Soccer '99

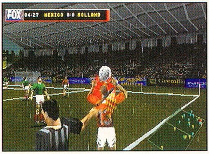
There's little kick in this mediocre game

Gremlin is no stranger to sports simulations, in particular, soccer. Years ago they developed VR Soccer for the PlayStation, a game that was decent at the time of its release, and now they're back with their second soccer game—this time under the Fox Sports label. Does Fox Sports even broadcast soccer?

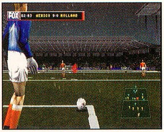
Unfortunately, Gremlin's second soccer game hasn't improved as far it should have. Stacked next to deeper and better presented games such as FIFA, and well-playing titles such as ISS '98, Fox Sports Soccer looks somewhat tired. From the second the game boots, the grainy Fox Sports intro and ugly menu interface present the game in poor fashion. Fortunately, the graphics improve considerably once you're on the field, but they still lack any punch. The 3D players are modeled competently, but lack detail and would have benefited from improved animation.

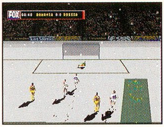
At least the gameplay is pretty good, in most part because it is fast (but a little too fast) and reasonably realistic. While there aren't a wealth of moves, controlling the players is pretty easy, making the game simple to jump into. This above average gameplay keeps Fox Sports Soccer from being a bust, but other facets of the game such as graphics, sound, features and presentation are simply so average or bad that it drags the game down to forgettable mediocrity.

—Kraig Kujawa



The player graphics are pretty good, but are still a little boxy and need more detail.





TEAM SELECTION
BACK

Box Score

Pros	Cons
• Fast gameplay • Above average visuals • Footprints in snow conditions.	• Horrible presentation • Ugly menus • Lackluster sound

● ● ◐ ○ ○

OPM Rating

Review Recap

A roundup of the most notable games of recent months

Forsaken

Ace Combat 2

The sequel to Namco's hit game of airborne combat introduces advanced enemy fighter plane artificial intelligence as well as a host of new missions. With an array of distinct aircraft to earn, this is easily the PlayStation's best game of air-to-air fighter combat.

OPM Rating ●●●●●

Arcade's Greatest Hits: Atari Coll. 2

Just about all of us spent a lot of time with the games in this collection when they were in the arcades, so you might think you'd be as willing to spend time with them now. For the most part, you'd be wrong. Like most collections of old arcade games, this one is good for nostalgia but really not much else. Marble Madness is the best of the lot.

OPM Rating ●●◐○○

Bloody Roar

The newest fighter from SCEA sports loads of interesting options, most notably the ability to transform from human to beast at will. A quick fighting engine and intuitive controls earn points for this one, but the overall low level of difficulty prevents it from being truly great. Still, it's a solid, interesting addition to the PlayStation's stable of fighters.

OPM Rating ●●●◐○

Castlevania: SotN

The latest installment in the venerable Castlevania series has been hailed by many as the best game of 1997. Castlevania offers some of the best platform/adventure/RPG action on any system, with beautiful graphics, enthralling gameplay and three separate endings to boot. Castlevania: Symphony of the Night is a must-have for any gamer.

OPM Rating ●●●●●

Colony Wars

Psygnosis' game of space combat has wowed players and viewers alike from its earliest stages of development. Spiced with some of the greatest graphics of any PlayStation title yet, its gripping space saga is enhanced by great controls and a relatively non-linear story line. The story isn't exactly high art, but the hair-trigger controls put most other games of space combat to shame.

OPM Rating ●●●●●

Crash Bandicoot 2

Naughty Dog and Universal took criticisms of the first Crash to heart when designing the sequel. Although very similar to the original, Crash 2 is more user-friendly, less linear, more honest in its challenges and more impressive graphically. An all-around great platformer.

OPM Rating ●●●●○

Dead or Alive

Tecmo has produced one surprisingly excellent fighter with Dead or Alive. The game has tons of moves, lighting-fast controls and a hyperactive move-reversal system that never lets any one player dominate the match. Add a quick-dodge Evade button, and you've got one fast and furious fighter. No, it's not politically correct, but it is one superb game.

OPM Rating ●●●●◐

Final Fantasy VII

The most hyped RPG ever makes good on its promise with superlative graphics, a solid game engine and an amazing story. Complaints of the game's initial linearity are squashed under its overwhelming merits. RPG purists who are immune to awe may complain of the overly cinematic presentation. Ignore them. FFVII will redefine the genre.

OPM Rating ●●●●●

Forsaken

The new Descent-style 360-degree corridor shooter from Acclaim has raised more than a few eyebrows with its stunning high-res graphics. There's nothing terribly revolutionary about it, but what the game does, it does well. Intelligent enemies and an extensive control scheme allow for a great deal of challenge, and a two-player deathmatch mode keeps things interesting.

OPM Rating ●●●●○

Gran Turismo

If you haven't played Gran Turismo yet, you're missing out on something. Specifically, you're missing out on the greatest racing game yet to arrive on any system. Want to jump right into a fast and furious race? Arcade Mode is just your thing. Care for more of a realistic simulation experience? GT mode will have you spending hours in front of your TV trying to shave milliseconds off of your score. With 166 different cars, you even stand a good chance of driving your own model! Don't miss this game.

OPM Rating ●●●●●

recap pick of the month

Vigilante 8

At first hailed as a worthy successor to the Twisted Metal series, Vigilante 8 has turned out so well that it manages to surpass the reigning king of vehicular combat in nearly every aspect. Huge, detailed, realistic arenas—as smooth and organic as TM's were stark and artificial—allow for far-ranging battles. The vehicle physics and controls are just wacky enough to be extremely entertaining (with some scattered, but significant, exceptions). The wacky characters fit the groovy retro mood perfectly. And a whole bunch of special moves make things even more interesting; take, for example, one special move which fires off five mortar shells at once, actually creating a giant crater in the ground! Although the Quest Mode is a bit short, the rewards for completing it (new cars, characters and arenas) are worth the effort. Move over, Twisted Metal!

OPM Rating ●●●●○

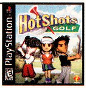
Grand Theft Auto

PlayStation
grand theft auto

This is one game that's been stirring up controversy on both sides of the Atlantic. You play the role of freelance gangster, stealing cars and performing various other highly illegal activities. What's surprising is that, in spite of the sickening graphics, shallow missions and morally reprehensible premise, the game can actually be a blast to play. It's worth a rental, at least.

OPM Rating ●●◐○○

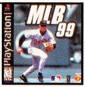
Hot Shots Golf



SCEA's whimsical golf game is a good place to start if you have no idea how to play golf. The game takes care of all the mundane details for you, leaving you free to enjoy the thrill of a hole-in-one. Hidden players and other goodies, as well as a full (and tough) miniature golf course, add challenge and replayability. It's simple and addictive.

OPM Rating ●●●●○

MLB 99



So far, this is the best baseball game available for the PlayStation. Great graphics, detailed players and lots of helpful options keep MLB 99 at the top of its game. There are some problems in AI, but they don't tarnish the game too much.

OPM Rating ●●●●○

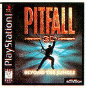
ReBoot

PlayStation
ReBoot

The novelty of maneuvering a hoverboard through a 3D environment brings to mind the arcade classic 720, but wears off quickly under the strain of poor controls and monotonous play. Fans of the Saturday-morning computer-animated series of the same name will undoubtedly enjoy ReBoot more than the rest of us.

OPM Rating ●●◐○○

Pitfall 3D



As great as a 3D Pitfall game might sound in theory, in reality it leaves much to be desired. Restrictive controls, horrible camera angles and cheap deaths ruin the effect of the decent graphics and sound. It does have the original Atari 2600 game hidden inside, however.

OPM Rating ●●○○○

SaGa Frontier

PlayStation
SaGa Frontier

There is such a thing as being too non-linear, as evidenced by the unfocused collection of stories that makes up SaGa Frontier. Nevertheless, the beautiful backgrounds, an unusual battle system, and a lighthearted feel should appeal to RPG-hungry fans with a lot of time on their hands.

OPM Rating ●●●◐○

San Francisco Rush

PlayStation
RUSH
EXTREME RACING
MIDWAY

Midway's high-flying arcade racer leaps onto the PlayStation, with less than spectacular results. The framerate is low and the graphics are grainy, but the track design has always been the real star of the SF Rush show, and the tracks are completely intact. It's an enjoyable game, if something of a guilty pleasure.

OPM Rating ●●●○○

Soul Blade

PlayStation
SOULBLADE
namco

As far as weapons-based fighters go, they don't come much better than this. Although the combat itself might seem a bit on the simple side for those accustomed to Tekken, a host of options not found in the arcade version offer a whole lot of replayability. All this, and great characters, too. It's well worth the new Greatest Hits price, and then some!

OPM Rating ●●●●◐

Tekken 2

PlayStation
TEKKEN 2
namco

Fighting fans who can't afford to pick up Tekken 3 can do almost as well by snagging a Greatest Hits copy of Tekken 2. It's still one of the most difficult fighting games to master, and yet is simple enough that a newcomer can do well on the first try. No, there are no secret modes, but the engine can get even faster than Tekken 3!

OPM Rating ●●●●◐

Tekken 3

PlayStation
TEKKEN 3
namco

This game takes the superb engine of Tekken 2 and adds some truly unique new characters, two extra play modes and even more impressive graphics to arrive at what is simply the greatest fighter ever. Just check out Eddy Gordo's moves if you need proof. How will they ever top it?

OPM Rating ●●●●●

Tomb Raider

PlayStation
TOMB RAIDER
EIDOS

The game that started Lara Croft's reign as *the* video diva still provides an impressive gaming experience. Huge, moody levels keep the tension levels high between battles. Only a weak save system mars this Greatest Hit.

OPM Rating ●●●●○

Tomb Raider II

PlayStation
TOMB RAIDER II
EIDOS

Although this sequel is at its heart just more of the same, the inclusion of vehicles for Lara to pilot (a small speedboat and a nicely realistic snowmobile) adds some plain old arcade-style fun to a game that can become a bit too ponderous at times. One would expect the graphics to be better than the original, though.

OPM Rating ●●●●◐

Ratings at a Glance

Alundra	●●●●◐
Armored Core	●●●◐○
Blasto	●●●◐○
Breath of Fire III	●●●◐○
Cardinal SYN	●●●○○
Cool Boarders 2	●●●●○
Croc	●●●●○
Deathtrap Dungeon	●●◐○○
Duke Nukem: TM	●●●○○
Final Fantasy Tactics	●●●●○
G-Police	●●●●◐
Gex: Enter the Gecko	●●●◐○
Ghost in the Shell	●●●●○
Jet Moto 2	●●●◐○
Judge Dredd	●◐○○○
Klonoa	●●●●●
The Lost World: JP	●○○○○
Madden NFL 98	●●●●○
Micro Machines	●●●●●
Moto Racer	●●●●●
NBA Live 98	●●●●◐
NBA Shoot Out 98	●●●◐○
NCAA Football 98	●●○○○
Need for Speed III	●●●●○
NFL GameDay 98	●●●●●
NHL 98	●●●●○
NHL FaceOff 98	●●●●●
Nightmare Creatures	●●●◐○
One	●●●●○
OW: Abe's Oddysee	●●●●○
PaRappa the Rapper	●●●●●
Point Blank	●●●◐○
Resident Evil 2	●●●●●
Resident Evil: DC	●●●○○
Riven: Sequel to Myst	●●●●●
Skullmonkeys	●●●●●
Spawn: The Eternal	●●○○○
Star Wars: MoTK	●●●○○
Street Fighter EX + α	●●●●○
Test Drive 4	●●●◐○
Treasures of the Deep	●●●●○
Triple Play 99	●●◐○○

The PlayStation Kingdom

{or, the E^3 Aftermath}

THE DUST HAS SETTLED NOW following video gaming's great event. The afterimage of all the flashing lights has faded, our ears have stopped ringing from the all-pervasive pounding techno beat, and we've had a chance to sit back, sift through the mountains of information and take a long, close look at the state of the PlayStation in the video game world. The most powerful impression left by this year's E^3 is simply that PlayStation is king. Period. Sure, Sega unveiled their new Dreamcast system and Nintendo offered fans a chance to play the newest Zelda adventure. But even these showings seemed a bit subdued. The overwhelming dominance of Sony's little grey box was simply not to be denied.

What you have in your hands right now is our best effort to distill the E^3 experience into its most powerful, most important elements. You'll find our choices for the most impressive—and what we believe will turn out to be the most influential—games of the show. You'll also get a glimpse of the PlayStation's future through the eyes of Kazuo Hirai, the executive vice president of Sony Computer Entertainment America. You'll see what goes on behind the scenes as one game company tells us about the preparation and execution of a show of this magnitude. And you'll find out what games exceeded—or failed—our expectations.

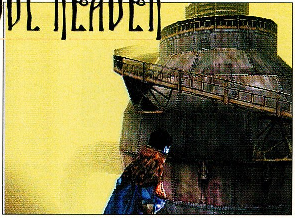
So prepare yourself, because like the life of the PlayStation itself, it's going to be one hell of a ride.

PlayStation

COLONY WARS VENGEANCE™

How can Psygnosis improve what was already the most graphically impressive space shooter to ever appear on the PlayStation? Create bigger enemy ships to shoot at and add surface levels. That's right, you now have missions where you'll partake in air-to-ground assaults. There are a host of new weapons and other options like different ships to pilot. Of course, they fixed almost every little thing that people considered annoying about the first title including the way you save games and the (sometimes) random mission selection. Total it all up and you have a stellar standout which easily makes our top five of the show.

LEGACY OF KAIN SOUL REAVER



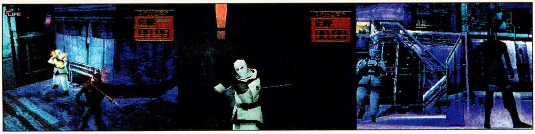
It sounds impossible, but Legacy of Kain: Soul Reaver keeps looking better and better every time we see it. The most recent showing yielded a brand-new graphical and gameplay element that literally morphed the environment right before your eyes. What's happening when this occurs is that your character is shifting between the astral planes, between the living world and the non-living. You'll be able to use this shifting to sneak up on enemies, freeze items in mid-air and accomplish objectives that would be impossible under normal circumstances. While the astral stages looked incredible, we were told that the textures for them were not yet in place! Outstanding!

{the games of the show}

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

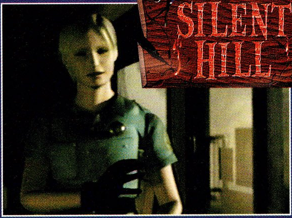
Is it possible that a title could win our best of the show award two years straight? It is if the game is Metal Gear Solid. Put simply, no other title has the potential to do what Konami's title can; be the most influential as well as most successful title ever on the PlayStation. Here's the reasons why: 1. Hardcore appeal: Every diehard gamer knows Metal Gear's pedigree and after reading the countless raves in magazines such as this, they know it won't disappoint. 2. Mainstream appeal: The spy-thriller subject matter is easily grasped by the general public in much the same way Resident Evil's horror-film style was. Unlike RE, though, the sneaky play mechanics will deviate from the straightforward action that mainstream audiences have come to expect from video games, and thus redefine the overall image of what a game is and could be. Couple that with the mature content and realism in the game and you have something that could send people reeling throughout the country. Sound far-fetched? SCEA doesn't think so; they're very keen on its potential and are backing Konami up with marketing dollars to ensure widespread Metal Gear Solid awareness. The PlayStation has always been about carving out new experiences and presenting them to the widest possible audience. This game is the epitome of that philosophy.



Close, but...

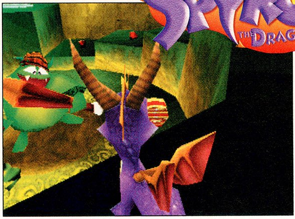
Aside from our top five picks, we have a small group of titles that were very close to making this list, but didn't. This is their story: Most of us got our first look at **Tomorrow Never Dies** in action, and we were pretty darned impressed, especially considering that it was only 20 percent complete. From the one level we saw, it could seriously challenge GoldenEye (in gameplay, if not graphics). Another pleasant surprise was **Madden NFL 99,** which has finally gone fully polygonal, with impressive results. Not surprisingly, we were also pleased with **Moto Racer 2,** which takes the top-notch gameplay of the original and adds better graphics and more tracks—an infinite number of tracks, in fact, since it now includes a track editor! Excitebike, anyone? And although we've technically seen these games before (in their Japanese incarnations), we also wanted to recognize **Parasite Eve** and **Xenogears.** These two games are set to prove to PlayStation owners that Square is not a one-trick pony, and that there's more to life than Final Fantasy! Each game is revolutionary in its own way. We're looking forward to seeing what the future brings for Square.

SILENT HILL



Catching everyone by surprise was Konami's direct challenge to Capcom's Resident Evil series. While the concept of Silent Hill is not extremely original, the execution of it is. The game is much moodier than Resident Evil and it seems the character development is much more detailed. The psychological games that will be played on the lead character promise to be downright devious and the role of the supporting cast of characters will be crucial to the story rather than being window dressing. After playing the demo that was on the show floor, it's obvious that the game will deliver in the suspense category. There'll be no shortage of stomach-turning displays either. This is definitely a title to watch for.

SPYRO THE DRAGON



Enchanting. There's no better word to describe the feeling you get when exploring the world of Spyro for the first time. The biggest difference between this game and other 3D platform titles is the cohesive and vast environments the little purple dragon travels through. They have a logic about them that makes them believable and ultimately immersive which is critical for this type of game. The best way to describe the experience is to compare it to a trip to Disneyland. A place where everything around you is fantastic and magical and should not exist yet it does because you are there. Put simply, you will become Spyro and you will like it.

THE CARE AND FEEDING OF A CONSOLE PHENOMENON

During the course of E³, OPM news correspondent Chris Johnston had a chance to talk one-on-one with Kazuo Hirai (left), executive vice president and chief operating officer for Sony Computer Entertainment America. Here's what he had to say about the past, present and future of PlayStation.

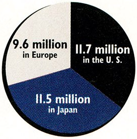
OPM: Where do you see the PlayStation two to three years down the line?

Kaz Hirai: This is an industry where even six months from now, it's hard to tell where you're going to be. Given the installed base that we've gotten thus far and hopefully the installed base that we will have by this time next year, we're going to be in uncharted territory. If you look at historical trends in the 8- and 16-Bit market you see that clean bell curve that spans across five years. That's never where we wanted to be, and we've been successful thus far avoiding that kind of a curve. As we move into where there's one PlayStation in every five households in the United States, then we're talking about a mass-market item. Then it's going to be very difficult to try to forecast things based on historical trends.

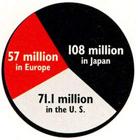
OPM: What is Sony's strategy going to be going into the second half of '98?

KH: One of the founding principles of the PlayStation has always been to give consumers value and choice, and those themes are going to continue as part of our baseline strategy. The nature of this business is software, it's not technology. To that end, we're going to

Big, Big Numbers



Hardware Sales

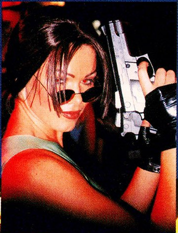


Software Sales

At Sony's E³ press conference, they revealed updated sales numbers for the PlayStation's "life to date." The worldwide system sales numbers have now reached a staggering 32.8 million (and they're expecting another 18 million in Q1 '99 alone), and software sales are at an even more amazing 236 million units. At right is the breakdown by market.

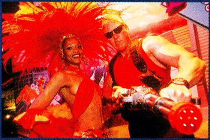
{E³ oddity awards}

Did you think the Electronic Entertainment Expo was all about video games? Silly you; it's actually about cramming together as many celebrities, celebrity imitators and scantily clad women as humanly possible in a strange attempt to woo magazine editors through sex and hero worship. So, without further ado, here's a look at the odder side of E³.

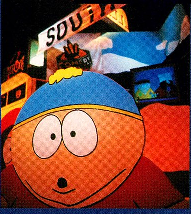


BLACK WIDOW AWARD:
As in, don't even think about it; you wouldn't live through it.

BEST SPICE GIRL IMPERSONATION:
Look's like Scary's the next to go; she's already moonlighting as an Activision greeter.



MOST QUESTIONABLE COSTUMES:
"Damn, those Metal Gear pretty boys ripped off my piece! Now all I have is this friggin' toy!"



BEST TREND CAPITALIZATION:
"Dude, put us in a game! Any game!"

make sure that we have strong first- and third-party titles throughout the year. In addition, we are working with our third-party publishers to identify and help promote key titles which we believe are going to be platform drivers.

OPM: What do you think of console Internet connections? Is Sony working on anything in that area?

KH: Technologically, it's very possible. As a matter of fact, we have conducted an experiment where students were able to connect to the school's Web site to check on homework and school events [with the PlayStation]. As a technological test we did a Web browser which attached to the PlayStation and it worked very well. So could we? Absolutely. [But] we've stayed away from introducing too many peripheral capabilities on the PlayStation because we were focused on getting the software from CDs as opposed to letting it browse the Web, or attaching a camera to it so you can take a picture of your friends, or putting a phone on it so you can call with it because that really detracts from what the PlayStation experience is all about. So we don't have any plans to introduce a Web browser or any of those attachments.

OPM: What do you have to say about PlayStation 2 and what can we expect from Sony when it comes time to release it?

KH: I think you can expect from Sony an announcement about PlayStation 2 (or PlayStation Next or whatever people refer to it as) when we feel that it's the appropriate time to make that announcement. I think Jack Tretton, our VP of Sales summed it up nicely when he said 'the more successful one platform is, there's a tendency for the industry to try to negate that and say all right, we know that's good—what's next?' But let's make sure we focus on the success that we have and the potential that still remains untapped.

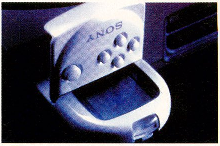
Cyberspace Memories

In one of the more unusual product announcements of the show, InterAct unveiled their DexDrive, a peripheral that attaches to the PlayStation through the memory card slot. PlayStation owners who also own PCs can connect the DexDrive to a PC, thus allowing them to save memory card blocks on the PC's hard drive. Furthermore, these memory blocks can be exchanged over the Internet via e-mail and newsgroups. It's unclear at this point whether this peripheral will earn SCEA's official approval, but we'll keep you posted.

Above: No, it's not a UFO, it's the DexDrive! Right: The DexDrive's Graphical User Interface for Windows.

The PlayStation PDA

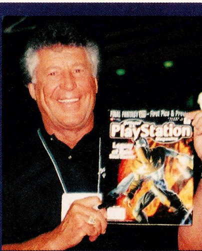
Taking it to the streets



Another peripheral of note unveiled at this year's show was Sony's Personal Digital Assistant (which, incidentally, is not the final name). The PDA (right) will be a small electronic device which interfaces with the PlayStation's memory card slot. It functions not only as a memory card, but also as a limited portable database for phone numbers, addresses and similar information. But the most intriguing aspect of the PDA is its ability to essentially be "programmed" by PlayStation software, which would allow owners to manipulate game data while away from home. One example given was an RPG. Players could save characters onto the PDA, and then battle their friends (at school, say) via the PDA's infrared interface. The losing character's belongings could be transferred from the loser's PDA to the winner's, and the effects would show up in the game once the PDA data is loaded into the PlayStation. Even more intriguing is the fact that the use of the IrDA infrared standard would *theoretically* allow a peripheral to be designed that would allow PDA data to be transferred to PCs and the Internet.

SEXIEST MODEL: No wonder Ripley conceived a child with one of these. Beautiful!

MOST QUESTIONABLE CELEBRITY: Well, at least you wouldn't recognize her face from the Forsaken ads...



MOST GRATUITOUS PRODUCT PLACEMENT: Mario Andretti says, "I read OPM from cover to cover every month!"

MOST GRATUITOUS USE OF SKIN (or, The Sex Sells Award): These Thrill Kill, um, "greeters" struck compromising poses with dazed showgoers, but as far as we could tell had nothing at all to do with the game.

{*OPM* editors' picks}

In addition to nominating the most impressive games of the show, we also wanted to highlight games which stood out in other ways. After much deliberation, we narrowed our choices down to four categories: Surprises, Disappointments, No-Shows and Unusual Games. (Since many of these games fit into their categories in different ways, these are not presented in order of importance, but only alphabetically.) These are the most memorable titles of the show, the games that either turned our heads or had us shaking them in disgust. Remember that these are not reviews; these judgements are made based on the games as they were at the show, and a lot can change before a game's release. Now, take a look through our eyes. This is E³ as we saw it.

ワイルド・ペガサス
03:53
スコット・スタイナー
リック・スタイナー
スコット・ノートン
サンドイッチ・ラリアット

Kraig Kujawa, sports guy

Most Surprising Titles

Sometimes a game can surprise you. These are games that either exceeded our expectations or caught us off-guard altogether.

Akuji the Heartless An entirely new set of character animations had the undead Akuji looking far more lifelike (or would that be *un*-lifelike?) than before.

Madden NFL 99 Considering the game speed of the previous Madden title (or lack thereof), we were pleased when the '99 version was fast and fluid.

Pac-man 3D It sounded like it could have been terribly gimmicky, but actually played quite well and proved surprisingly entertaining.

Tomorrow Never Dies The game's GoldenEye-like Sniper Mode was almost equalled by watching Bond catch big air on his high-tech skis.

WCW Live THQ took the game engine for the excellent Toukon Retsuden 3 and added U.S. wrestlers for what may be the best wrestling game yet.

Most Unusual Games

Thankfully, there was more to be seen on the floor than grungy post-apocalyptic Tomb Raider clones. Here are some of the best.

Backstreet Billiards It's a pool game! It's an RPG! It's a quirky mix of a familiar pub pastime and the skill-building side of role-playing games.

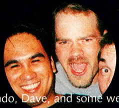
Bust a Groove SCEA surprised everyone by nabbing this one. Bust a Groove is to dance what PaRappa is to rap, with players trying to out-boogie each other.

Jackie Chan's Stuntmaster The last thing we expected this Hong Kong hero to do is a video game, but the results seem as wacky and exciting as his films.

Spice World We're wondering if this game will stay intact now that one Spice Girl has run for the hills. Superdeformed Sporty Spice, anyone?

Thrill Kill This game is not so much quirky as it is disturbing. We don't like to glorify it, but this one earns a spot for its *very* unusual level of violence.

dance record
XXXX
X000


Dindo, Dave, and some weirdo

Biggest No-Shows

We looked forward to spending some time with these games, but for one reason or another they were not to be found.

Centipede We were really hoping to see how Hasbro was going to update this arcade classic, but only the PC version was playable.

NFL GameDay 99 We suspect that some top-secret features prevented 989 from showing a playable version, but seeing Madden had us eager to compare.

Rally Cross 2 A tantalizing few seconds of video footage only had us hungry for more. If it's complete enough to film, it's complete enough to play!

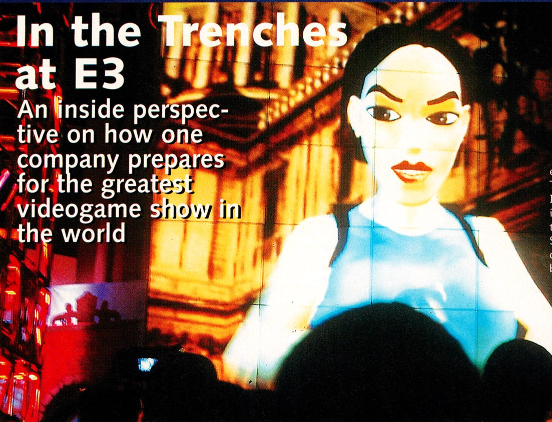
Twisted Metal 3 Like Rally Cross 2, the only sign of this one was a too-short video segment. We promise we won't review it until it's done, just let us play!

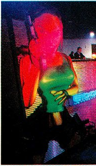
Xena: Warrior Princess A scant few days before E³, Universal suddenly announced that they would not be showing off this hot license.

{behind the scenes}

In the Trenches at E3

An inside perspective on how one company prepares for the greatest videogame show in the world





So when do you begin planning for an event of E3's magnitude? If you're Sutton Trout, Creative Director for Eidos Interactive, you begin shortly after returning from the previous year's show. In addition to creating Eidos' clever TV ads, Sutton is responsible for designing the company's mammoth E3 booth. By the building materials, music and lighting he selects, Sutton is conveying a message to show attendees. "Our message is that Eidos is at the fore-front. It's also about new technology and fun, immersing yourself in our games." An example of such technologi-

Top Disappointments

Some games generate expectations based on a license or idea. This is what happens when they don't live up to their potential.

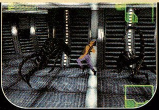
Alien Resurrection The problem was, everything in the game was for placeholder purposes only. Show us the *game*, please, not some abstract sketch...

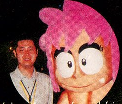
Asteroids The addictive, button-mashing excitement of the original had us hoping for more than a sluggish space shooter.

The Fifth Element Considering that Kalisto was also responsible for the better-than-average Nightmare Creatures, this clunky yawner was even more painful.

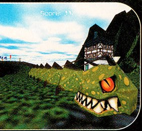
NFL Xtreme We had hoped that 989 Studios would address some of the issues brought up by those of us who saw the early versions. It was not to be.

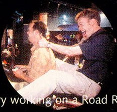
Tomb Raider III With this sequel's one major addition being high-res graphics, it was disappointing to see the same old grainy low-res engine.



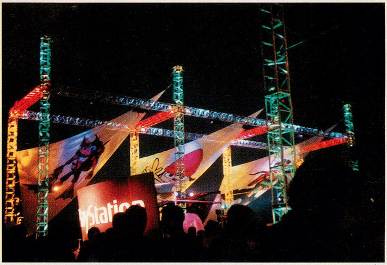


Wat and a newfound friend



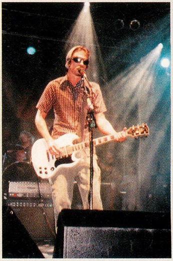


Gary working on a Road Rash

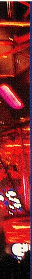


Did someone say "party"?

The Foo Fighters highlighted the other half of E^3



Although E^3 is ostensibly for showing off games and systems and peripherals, everyone knows it's actually an excuse for companies to flaunt their success by throwing really huge parties. This year was no exception, with get-togethers hosted by Eidos, THQ, GT Interactive and our very own Ziff-Davis, to name a few. But by far the most impressive this year was Sony's giant bash, which featured three floors of food, drink and cigars—as well as a performance by the always-impressive Foo Fighters. Although singer and guitarist (and former Nirvana drummer) Dave Grohl (right) didn't spend any time behind the drum kit, he did treat the crowd to a little snippet of PaRappa the Rapper—a nice change from the surly Third Eye Blind (see below).



cal innovation is a 22' x 22' video wall displaying a real-time, computer-generated Lara Croft, who fielded questions from a throng of admirers. "People are so starved for anything dealing with Lara," Sutton explains. "We get to put her up there in a way nobody's seen her and give her a little more personality."

Lara also was present in the flesh, posing for pictures atop her trademark motorcycle. Rumor has it Eidos conducted a world-wide search to find the perfect Lara. A number of other skimpily clad models, including Playboy's Patricia Ford, were on-hand posing for photos and handing out T-shirts.

Aside from providing an excellent photo op, the booth models and CG Lara serve as an excellent hook for drawing show attendees into Eidos' area, where, in addition to Tomb Raider III, three lesser known PlayStation titles—Ninja, Omikron and Vermin—also were on display along side Eidos' enviable PC line-up. While Tomb Raider has been phenomenally successful for Eidos, finding their next big hit has proven more elusive. As Konami demonstrated last year with Metal Gear, there is no better place than E3 for getting the industry's attention. "E3 is predominately a sales event," says Sutton, "so it's all about product, being able to show the trade what's in the 'chute' for the [future]...All of this (gesturing to the carnival-like activities surrounding him) is done with an eye on the future and longevity."

Hired Help:

Not content with random booth bunnies promoting their wares, Eidos hired some professional clout. Donning the togs of one of the Fighting Force girls was none other than Patricia Ford, who was Playboy's Readers choice Supermodel for 1996 and was recognized as one of People magazines top 10 most popular celebrities on the Internet (source: NSS).

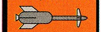
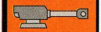
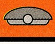
FORGET ABOUT FLOWER POWER AND HAND ME MY BRUISER CANNON.

map key

🟦	Any Weapon
🟨	Any Power-up
✕	One Time Only Power-up
🟪	Special Weapon
✕	One Time Only Special Weapon
🟦	Any Weapon or Power-up
⬜	Any Weapon or Special Weapon
🔧	Repair Wrench
▶	Starting Point

Vigilante 8

groovy weapon combos

Weapon	Description	Secret Move #1	Secret Move #2
Interceptor Missiles 	These homing missiles have the greatest range of any of the weapons, but accuracy is dependent on the size of the target.	**Halo Decoy: Up, Up, Down, R2** Launches a flare that will decoy enemy tracking.	**Afterburner: Up, Up, Up, R2** One missile will remain attached and give you a speed burst.
Bull's Eye Rockets	Powerful rockets with no tracking ability, they are best suited for clobbering enemies at close range	**Road Runner: Up, Down, Down, R2** A non-explosive rocket which sticks to a vehicle, sending it out of control.	**Stampede: Up, Down, Up, R2** All remaining rockets will be fired in rapid succession.
Bruiser Cannon 	Not the quickest firing weapon, this turret has 360 degrees of auto-tracking. It is most accurate at slower speeds.	**Cow Puncher: Down, Up, Down, R2** Fires a non-explosive force, rolling vehicles upon impact.	**Buckshot: Down, Up, Up, R2** Will fire six shells at one time. Use this at point blank for best results.
Mortar Swivel	Launches tracking mortar charges which don't track quite as well as Interceptors, but certainly get the job done.	**Turtle Turnover: Down, Down, Down, R2** Launches a flare that will decoy enemy tracking.	**Crater Maker: Down, Down, Up, R2** Launches five charges at once, leaving a huge crater when it hits.
Roadkill Mines 	What can you say about mines? Drop them when enemies are in close pursuit. Mines are tough to see at high speeds.	**Bear Hug: Left, Right, Down, R2** Special mines will immobilize vehicles for up to five seconds.	**Cactus Patch: Left, Right, Up, R2** Drops all mines in one group and then scatters them about.

HOOVER DAM

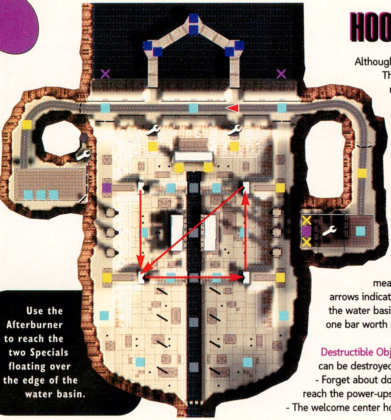
Although this isn't a particularly large level, Hoover Dam has a lot to offer. The curved sides vaguely resemble a skateboarding half-pipe and can make fleeing from an enemy vehicle difficult, especially under heavy fire. Use this to your advantage and really unload on the enemy when they are near the sides. Take up position on the higher areas near the welcome center and power generator to launch your offensive assault.

Electrocution Switch - At the beginning of the outflow canal you will see a switch in the middle of the walkway. Driving into or shooting it will activate the switch, causing a surge of electricity to travel the length of the canal. This is a handy way to stall enemy vehicles.

Teleports - Driving into one of these four large pipes will teleport you, ejecting your car via one of the other three. This is a great means of grabbing extra weapons and dodging pesky enemies. The red arrows indicate where you will emerge from after you enter each pipe. Falling into the water basin will also send you through the pipes, but your vehicle will take one bar worth of damage because of it.

Destructible Objects - The two structures running parallel with the outflow canal can be destroyed to form a ramp.

- Forget about dodging the electric current from the power generators. Blow them to reach the power-ups undamaged.
- The welcome center holds what is many times, a much needed Repair Wrench.



Use the Afterburner to reach the two Specials floating over the edge of the water basin.

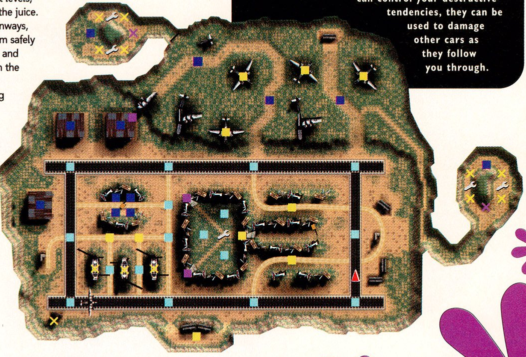
Vigilantes. Coyotes. The classic confrontation of two rival gangs, each striving to be on top. Can't we all just get along? Get behind the wheel of anything from a sports car to a school bus take to the battlefield. The eight original levels are shown, each one illustrating the location of Weapons, Power-Ups and Specials. Accompanied by general strategies, secrets to each level and weapon combos, you should have all you need to scorch the competition. Domination of the roadways will take guts, skill and some awfully big guns. Are you up to the task?

AIRCRAFT GRAVEYARD

This abandoned airfield is one of the fastest levels, with plenty of wide open space to turn up the juice. Be aware of the planes taking off on the runways, their propellers can be deadly. Destroy them safely from behind to receive additional weapons and power-ups. You will notice several planes in the large area in the upper right, each with a power-up in the middle. I suggest grabbing them quickly because they seem to be destroyed by enemy vehicles.

Secret Areas - There are three secret areas, just packed with supplies. Two of them lie on the outer edge of the airstrip, one of them hidden behind a billboard and the other near a trailer. The third area is just past one of those menacing cranes in the center of the graveyard. Exploring these areas doesn't come without risk, though. Hang about too long and you will be the target of a bombing raid.

Bombing Raids - Launch a raid of your own by turning the red lights to green on the two control towers (this must be done while the radar is turning).



Don't be intimidated by the large cranes blocking your path, simply blow them up. Of course if you can control your destructive tendencies, they can be used to damage other cars as they follow you through.

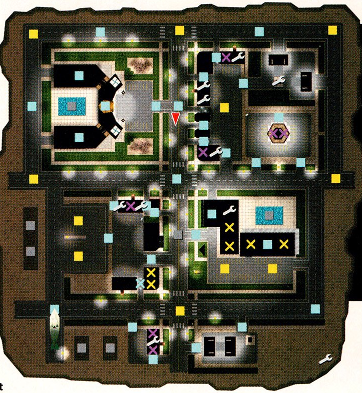
CASINO CITY

One of my personal favorite, Casino City not only gives you plenty of room for fast-paced battle, but offers the greatest number of buildings to senselessly turn to rubble. The outskirts of the city is a great place to stock up on weapons before heading into the fray under the neon lights.

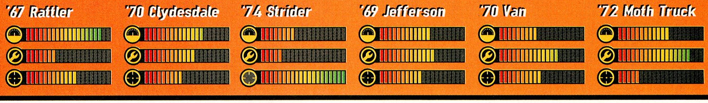
Manholes - Many power-ups will be waiting for you above the manholes. Drive over them quickly or you will be blasted by an erupting burst of steam.

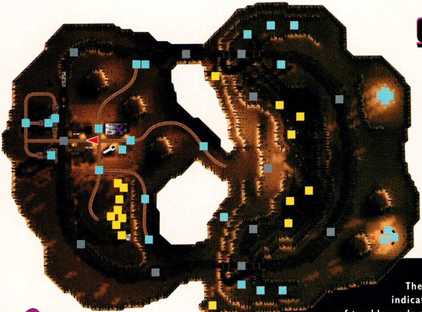
Gas Pumps - Destroy the gas pumps and they will become ramps, allowing you to reach additional items. You may need to kick in the Afterburner to obtain some of them.

Local Architecture - The parking garage underneath the hotel makes a perfect spot to set up an ambush. Drop a couple of Bear Hugs at each entrance and wait for someone to take the bait. Once you've got them snared, unleash with the your heaviest artillery. You will also be taking advantage of the excellent defensive cover it provides when being bombarded by incoming missiles. You will find a building next to the "Wedding Hut" with a garage door. Blow through it to snag otherwise out of reach power-ups.



Is that a blimp? You can enter the blimp and maneuver it through the city to reach rooftop power-ups, pressing the gas to jump out. You will more than likely get shot down or have trouble hitting your target. My suggestion is to use the gigantic explosion it creates to take out nearby competition.





The red circles indicate the location of tumbleweeds scattered about the level. They will attach to your vehicle if you hit one, slowing you down.

GHOST TOWN

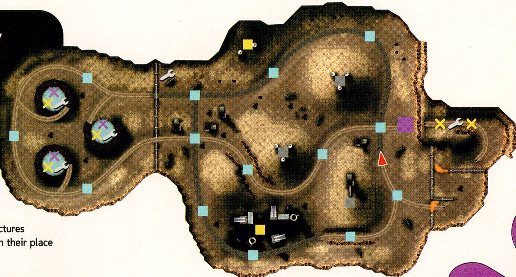
The Old West will never be the same. The surrounding area of the ghost town is a mixture of railroad tracks, canyons and even Boot Hill.

Money Train - The locomotive will continue to operate until you blow up one of the bridges. Follow behind it and shoot to knock off crates of Specials. It takes some skill, but you can even jump onto the car carrying the crates.

Dust Devil - There is adust devil whirling around on the floor of the canyon. It will only pick you up briefly, and if you want to escape, use your Afterburner.

Town - For a ghost town, this place sure does see a lot of action. Just about every building houses a weapon or power-up of some sort. While you are in the neighborhood, check out the cemetery for more items.

Lure enemy vehicles into the highly flammable oil refinery. Unleash a Special as you drive through and watch the fireworks. Look to find weapons in the remains.



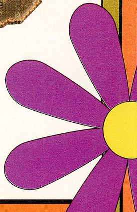
OIL FIELDS

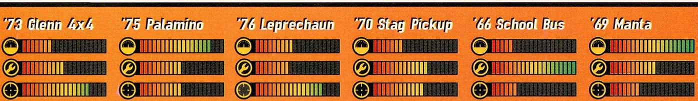
There's one word that describes this level—explosive. Fire can be your worst enemy on the oil field, with just about everything igniting when it's been hit. Structures such as oil pumps will leave a flame spurt in their place when destroyed, so watch your step.

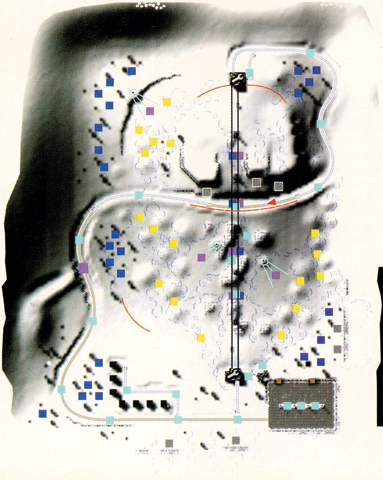
Rolling Tanks - Shoot the foundation of these tanks and they will roll down the hill, causing considerable damage when they strike a vehicle. If it looks like it's going to miss, destroy it to nail them with the explosion.

Oil Tanks - Drive up the walkway to receive Specials and power-ups resting on top of these large holding tanks. These babies go up with quite a bang, so be quick about it.

Burning Pipes - There are two pipes releasing bursts of flame, discouraging you from reaching some power-ups and a Special. Shoot the valves blocking your way and quickly head through. The flames will return momentarily.







SKI RESORT

I hope the management doesn't mind a few more moguls on the mountain. With little cover, this level doesn't leave many options for surprises, so be prepared for some dogfighting.

Ski Lift - Enter the gondola from either the top or the bottom of the slope. There will be a Repair Wrench waiting inside. As you enjoy the scenic view from above, you will be rewarded with weapons and Specials. The enemy can shoot you down, but the lift can't be completely destroyed.

Avalanche - Near the top of the mountain, on the left-hand side, there is a line of trees. Shoot them down to create an avalanche. Needless to say, you want to get out of the quickly, or you'll be rolling all they down to the kiddie hill. Baiting your adversaries to follow you up before unloading is a great maneuver to use.

There are several snow-making machines found on the slopes. The area in front of them will be extremely icy and should be avoided if possible.

Valley Farms

You get a little bit of everything down on the farm. A quick outside track, large hills in the middle and rows upon rows of oranges. Choose a fast car to grab items hovering over the bridges more easily.

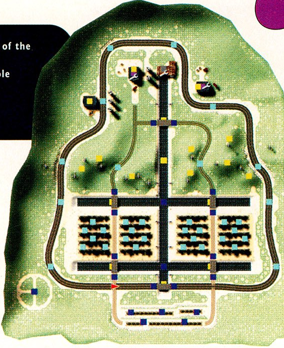
Windmills - Although they may appear to be harmless, shoot these windmills and their blades will go careening off toward the nearest vehicle.

Irrigation Canals - These waterways will slow you down when driving through them, but are the location of many power-ups. Destroy the huge spigots on the sides to cause a tidal wave to run the length of the canal. If caught in one, your vehicle will most likely stall.

With all of those bridges of the canal, you might have an opportunity to set a couple of traps. Dropping your trusty Bear Hug nearby would do nicely.

Big Red Barns - In addition to the items found on the ground floor of the barns, there are also some in the loft. Shoot the trailers next to the barn to form a ramp which will let you reach them.

Grain Silos - These silos are pressurized, controlled by the fans on the outside. Destroy the fans and they will begin to pulsate. This is the time to shoot them for a larger explosion than you would otherwise receive.



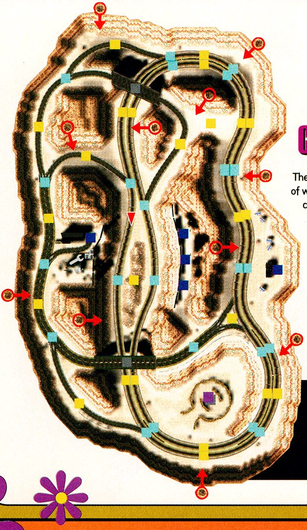
Far Out Secrets

To receive access to the Sand Factory and Secret Base, you will need to beat the game with all of the characters. Once you have all of them you can also play as "Y" the Alien, but only in Arcade Mode. Enter the following codes:

MONSTER_WHEELS - All vehicles will have monster truck tires.

DEADLY_MISSILE - Interceptor Missiles will do more damage.

Canyonlands



The Canyonlands consist of a series of winding roads, giving you plenty of chances to try to circle around to get behind your enemy. Take advantage of the high canyon walls for a few good sniper opportunities.

Teleport - You may catch sight of some glowing lights in the circular Indian design. Enter the teleport to grab the items and you will reappear in a random location.

Visit the Anasazi ruins in the canyon. Regardless of their significant historical value, just blow them to pieces. You will find weapons hidden within the remains.

Town - Appropriately, the garage has a Repair Wrench hidden inside, and there is a weapon hot spot behind the hotel.

Falling Rocks - There are quite a number of precariously perched boulders along the roadsides. Trigger them as you race past with your pursuer in tow. These large boulders can crush your vehicle with one hit if you aren't careful. Be forewarned that even if you blast it into smaller boulders, they will still do a considerable amount of damage.

Suspension Bridges - In addition to being loads of fun, blowing up bridges can be of tactical importance. Drop some mines on the fallen portion of the bridge for a little surprise for the next fellow who comes along.

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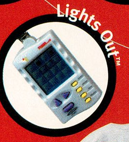
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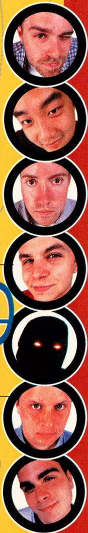

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Tricks of the Trade

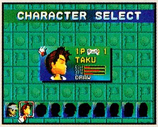
Our support resource for cheaters

Hot Shots Golf

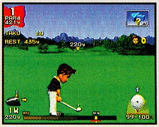
Mirror Courses and Mirror Players

Mirror Courses - On the Course Select Screen, highlight the course that you want mirrored and enter the following code: Hold L1+L2 and press the X button. When you go into the game, you will see that the course has been "mirrored."

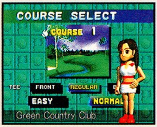
Mirror Players - On the Character Selection screen, highlight the player that you wish to make a lefty or a righty, and enter the following code: Hold L1 and press the X button. When you begin, you will see that your player is now standing on the other side of the ball.



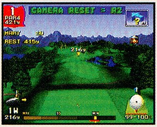
Select the character that you want to be mirrored.



Enter the code to play on the opposite side of the ball.



Choose your course on the Course Select Screen.



Enter the code to get a mirrored version of the course.

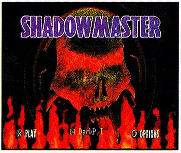
Shadow Master

Level Select and Invincibility

Begin your game and in the first level, go to the first room ahead of you. When the door opens, kill the two enemies inside. Once you do this, go into the room. In here, enter the codes as shown for various results:

Level Select:
Press L1+R1+L2+R2+Triangle simultaneously. You will see a green flash of light to confirm that it worked. Now go back to the Title Screen and you will see the level name at the bottom of the screen. Press Up or Down to change it and then X to play that level.

Invincibility:
Press L1+L2+R1+R2+X simultaneously. You will see a blue flash of light to confirm that it worked. Now you will be invulnerable to hits.



Once entered correctly, you will see the level name at the bottom of the Title Screen.

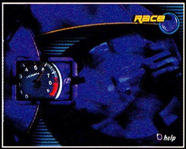
Need for Speed 3

Multiple Cheats

Do these codes immediately after you press Start on the "Race" screen (Right before it loads in the level):

Horn Cheat - Press and hold Start+Select+R1+L2. In the game, press Up to use your horn. When your opponent or another car is close to you, it will flip into the air and crash!

Slow Motion - Press and hold Up+X+Triangle. This will slow the game down by about 20 percent.



Enter the codes as soon as you press Start on the "Race" screen.

Increase Car Weight - Press and hold Select+Square+X. This enables you to push most cars off the road (especially the police in Hot Pursuit Mode)!

Police Talk - This makes the cops talk differently in Hot Pursuit Mode.
Different Accent: Up+R1+L2
German: Up+R2+L1
Spanish: Down+R2+L1
Italian: Left+R2+L1
French: Right+R2+L1

Bully your way through other vehicles with the Increased Car Weight code.

Do you have a trick that you, and only you know?
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Sorry, we cannot respond to individual letters asking for codes or tricks.

Dragon Ball GT: Final Bout

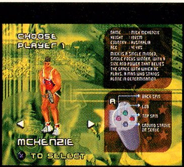
Wire Frame and Alternate Outfits

These tricks only work in the Two-player and Training Modes. To get a Wire Frame Mode for any character, have both players decide on the player they want and to choose them, hold the Select button and then press X. When you go into the battle, both characters will be wire framed! To get alternate outfits for your characters, have both players decide on the player they want, and to choose them, press Square+X+Circle simultaneously. You will begin your battle with new clothes.

Tennis Arena

New Characters and New Court

As soon as the "Smart Dog" logo appears, press Up, Down, Left, Right, then Start. You will hear a man's voice say, "Yeah." On the Player Select Screen, you will see that two new characters have been revealed: Nick Mckenzie and Mishka Kochev. On the "Select a Court" screen, move the control pad Left until you see the new Canyon court!



NAME : NICK MCKENZIE
HEIGHT : 192CM
COUNTRY : AUSTRALIA
AGE : 41 YRS

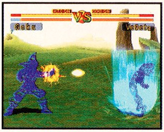
NICK IS A SINGLE MINDED, SINGLE FOCUS WINNER, WITH A SIZE AND POWER THAT BELIES THE GRACE WITH WHICH HE PLAYS. A MAN WHO STANDS ALONE IN DETERMINATION

Nick Mckenzie will become selectable once you have entered the code.

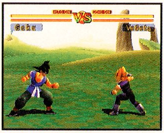
DRAGON BALL GT
FINAL BOUT
MAN Battle
VS COM
VS MAN

These tricks only work in the Two-player and Training Modes.

Hold down the Select button to access the Wire Frame Mode.



Play as characters made up only of just their wire frames.



Each character takes on a new appearance in their new duds.

VR Sports Powerboat Racing

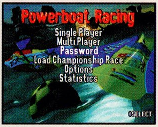
Many Incredible Codes

From the Main Menu, choose Single or Multiplayer Mode, then choose your type of race. When you get to the Name Entry Screen, enter any one of these names for the results shown below:

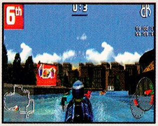
COMPACT - Tiny boats.
DEFORM - Huge heads.
LARGE - Big engines.
SPEEEED - Faster boats.

From the Main Menu, go to the Password option and enter one of these codes on the Password Screen for the results as shown:

CUP - Championship mode.
LR - Slalom Course.
U.G - Mines level.
PLA - Hidden Monohull boats.
MIN - Minnow level Catamarans.
IKE - Pike level Catamarans.
CUD - Barracuda level Catamarans.



Choose Single or MultiPlayer mode to enter your codes from.



Huge heads are just one of the wacky codes you can enter.

Deathtrap Dungeon

Level Select

On the Main Menu with the three skulls, press L1, R1, Triangle, Triangle, Square, Circle, R1, L1. You will hear a sound to confirm that it worked. Now choose the "Load Game" skull and the next screen will show all the levels listed. Choose any one of these level names to be warped there.

Rascal

Level Skip

From the Title Screen, access the Options and move to the Key icon. Press X and then you will be able to enter a password. Now, enter the word, HOUSE. It will tell you that you have a valid password. Now go back to the Title Screen and start your game. Now press R1 to cycle through the available levels, and R2 to choose the specific room of that level. Now hold R1 and you will jump to that specific stage!

San Francisco Rush

Extra Cars

Select your track and vehicle. Then choose your transmission and hold one of the buttons shown for the extra cars: **R1 = Buggy Car, L1 = Mini Truck, Triangle = U.F.O.** (Note: You must hold one of these for the entire time the game loads the level)

Trick Archive

Check out videogames.com for even more of the latest tips and tricks

Trick of the Month

Resident Evil 2

In the S.T.A.R.S. office, inspect the desk to the far left of the room that says, "It's trashed. Someone must have searched it." when you examine it. Examine the desk 50 times and then you will notice you can pick up a roll of film. Take this film to the Dark Room and examine it. It will turn out to be a picture of Rebecca Chambers from the first Resident Evil.

Bloody Roar

Multiple Cheats

There are several cheats you can get for this game. Follow the directions for each to get the code.

Big Head: On "Normal" setting while on the Character Select Screen, hold L2 and choose your fighter with the Circle button.

Large Arena: If you beat 10 opponents in a row in the Survival Mode, you will be able to increase the size of the arena.

Regenerating Life Bars: Finish the game with Bakuryu on Level Four or above.

Big Arms: Beat the game without continuing on Level Four or above.

Small Fighters: At the Character Select Screen, hold R2 and choose your fighter with the Circle button.

School Girl Alice: Beat all the opponents in Time Attack Mode in under 10 minutes.

Command & Conquer: Red Alert

Many Cheats

Enter these codes by activating the corresponding Team Select buttons on the sidebar while playing any mission. (Pressing the actual D-pad buttons will have no effect; you need to select the Team icons with the Circle button.) Perform the sequences as quickly as possible. If you have trouble, try hitting X before selecting the teams.

Mission Skip: X, Square, Square, Circle, Triangle, Circle.

Nuclear Attack: Circle, X, Circle, Triangle, Square, Triangle.

Chronoshift: Triangle, Circle, Circle, Square, Square, X.

Money: Square, Square, Circle, X, Triangle, Circle.

"Gold is People" (turns tiberium art into screaming civilians!): X, Circle, Triangle, Triangle, Circle, X.

Cool Boarders 2

Cindy's and Irin's Alternate Outfits

To get these racy new duds, go to the Main Menu and highlight Competition. Now press Down, R1, Up, R1, Down, R2, Up, R2, Up, Up, R1, Down, Down, R2. (If you don't hear the announcer say, "Here we go!" after pressing each shoulder button, you're doing it too slowly.) Then go to the Boarder Select Screen, chose Cindy or Irin, and press left or right to scroll through the new outfits. Note: The new outfits are not available in Competition Mode.

Dragon Ball GT: Final Bout

Six Hidden Characters

This code will increase your character count to 16! At the Title Screen, press Right, Left, Down, Up, Right, Left, Down, Up. You will hear a sound to confirm that the trick worked. Now press Start and go to the Character Select Screen. You will have six additional fighters at your disposal. Each one varies in strength and abilities.

Final Fantasy VII

Increased Items Trick

This will boost up the amount of items within your inventory. Once you have equipped a character with the W-Item Command Materia, you should be able to perform this trick. Just begin your game and when that character enters a battle, select the W-Item command by pressing the Circle button when it's his/her turn to fight. Now choose the item you wish to increase by pressing Circle again. Then select the character in the menu you wish to use the item on by pressing Circle. When you return to the Item Screen, choose a different item than the one you chose before by pressing Circle once again. Finally, press X (to cancel), Circle (to activate), X, Circle, X, Circle and so forth. By pressing these buttons continuously, you should see the number of the first item you initially chose increase steadily.

Gex: Enter the Gecko

Many Codes

Use this legend to the tricks command:

Up = U or N
Down = D or S
Left = L or W
Right = R or E
Triangle = A
Circle = O
X = X

In the game, press **Start** to pause, and then hold **L2** or **R2**. Using the legend, spell out the words as shown using the correct buttons for various results. You should hear a sound to confirm that the codes have been entered correctly.

UNDEAD = Infinite lives
WEASEL = Invulnerability
RELEASE = Level select
ALOUD = One-liners (press Select to hear them)
SENSELESS = Rambling Gex
EARWAX = Timer in the game (Choose a level on Game Stats and press **Square** for the best times.

Ghost in the Shell

Level Select, Animation Select and Hidden Picture

At the Main Menu Screen, enter the following code to get access to all the levels: R2, R1, Square, Square, Up, Down, Square, Square, R2, R2. You will hear a tone to confirm that the code worked. Now press Start on "Mission Start" and you will be able to choose any of the 12 missions available to you. Also, you can go to "Options" and then go to the Movie Replay Option. Here you can play any of the cinemas from the game! To access a hidden picture, you must defeat the game without using any continues. The final cinema will play, followed by the staff credits. If you are patient enough to wait for this to end, you'll be rewarded with a full-size picture of Motoke Kusanagi.

Access the Training Cinemas

Training Cinema Two: Die in areas three, four or five to get training cinema two.

Training Cinema Four: Run out of time in training areas one or two.

Training Cinema Five: Run out of time in training areas three or four.

Training Cinema Six: Destroy enough enemies to complete each area and defeat the Boss. You must hit 49 percent or less for a "Class B" rank.

Training Cinema Eight: Destroy enough enemies to complete each area and defeat the Boss. You need to hit 50 percent to 59 percent for a "Class A" rank.

Monster Rancher

Build up Loyalty Meter

Here is an easy way to build up your loyalty meter. Once you have your monster, take it back and forth between the ranch and the town. Each time you do this, your loyalty meter goes up five points! However, you must use this in moderation. The more you do this trick, the stricter your style will become. Your monster will have a tendency to run away and destroy its home if your style gets overbearing, so be warned!

Secret Monster

To do this trick, your breeding status must be in master rank (R-10). Note: You must have another game called "Tecmo's Deception" to do this trick. When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Moto Racer

Many Cheats

Enter these codes on the Title Screen (with Start/Options).

View Credits - Press O, T, O, O, T, O, Up, Right, Left, X.
View Victory FMV Sequence - Press O, T, O, T, O, T, L1, Up, R2, X.
Enable All Tracks - Press Up, Up, Left, Right, Down, Down, O, R2, T, X.
Enable All Reversed Tracks - Press Down, Down, Right, Left, Up, Up, O, L2, T, X at the Title Screen.
Night Mode - Press Up, O, L1, Down,

T, L2, O, Left, R1, X.
CPU Bikes Only Go 50 km/h - Press Down, Down, Down, O, L1, O, L2, Down, Down, X.
Reverse Mode - Press Left, Right, Left, Right, O, O, R1, L1, T, X.
Pocket Bikes - Press Up, Down, R2, L2, Down, Up, L1, X at the Title Screen.
Turbo Boost - Press Up, Up, Up, T, R1, T, R2, Up, Up, X at the Title Screen.

Pandemonium 2

Many Incredible Codes

From the Title Screen, access the Password Option. On the Password Screen, enter one of the codes as shown below:
GETACCES: This code opens up all the levels.
SKATBORD: Get Speed Greed after every level
HORMONES: Gives you maximum health
IMMORTAL: This code maxes out your lives
MAKMYDAY: Gives you a permanent weapon
NEVERDIE: Invincibility throughout the game
GENETICS: Gives you Mutant Mode
GONAHURL: Access to camera roll
JUSTKIDN: Monsters regenerate
ACIDDUDE: This gives you cool psychedelic textures

Pitfall 3D

Password Cheats

At the Title Screen,highlight and access the"Password" option from the Main Menu. From the Password screen, enter any of the following codes fro the results shown:
GIVEMELIFE - Adds 10 lives to the next game launched.
PLAYMOVIES - Plays all movies.
PITFALLCOMIC - Plays all of the original comic-style cut scenes.
STEVECRANEME - Gives the player 99 lives.
2DHARRY - Causes Harry to be displayed in 2D.
ZEROGHARRY - Causes Harry to float and twist in the game.
BIGHEADHARRY - Makes Harry's head really big.
STOPTALKING - Turns off in-game quips.
CREDITS - Password to gain access to the Credits sequence.
CRANESBABY - Password to gain access to the Original Pitfall game.

Within the Original Pitfall game, you can do a variety of codes:
R1+R2 - Toggles "Gary" head (programmer of the 2600 version).
R1+Circle - Toggles "Elvira" head (daughter of lead programmer).
R1+Traingle - On the screen with the crocodiles, it makes the one on the right say, "Hi Mom!"
L1+L2 - Toggles infinite lives.
Pitfall Credits: Holding the R1 button at the end of the last credit ("Thanks to Families" Screen) brings you to the self-congratulatory credit.

Resident Evil 2

Secret Characters and Costumes

To get Hunk you must beat the second scenario with the best rating. When the rating comes up on the screen you will be able to save the scenario with Hunk as the character.

To get Tofu you must beat six scenarios in a row and get Hunk by the end of the first or second scenario.

To get the alternate costumes you must first go and kill the Brad Vickers zombie. To meet him you must play through most of the beginning without picking up a single item. Make your way all the way to the front of the police department. When you get to the gates of that place take the lower stairs around the front yard. There you will find the zombie. Once you encounter him you can try to kill him with what you have or go past, pick up some weapons and come back. Once you kill him, search the corpse and you will find a key. Take that key to the first floor of the police department and go to the west wing save point. In the room below the stairs you will find a locker that is locked. The key will open it and you will find your new costumes. For Claire you have one choice but get a new gun; Leon has two choices and his weapons will fire faster.

Skullmonkeys

Super Cool Passwords

These passwords will give you passwords to different levels of the game with many lives to boot! Just access the Password Option from the Main Menu and enter any of the codes as shown:
YNT Weeds with 40 lives - X, Circle, X, Triangle, Square, Triangle, Square, Circle, X, Circle, Triangle, Square.
YNT Mines with 72 lives - X, L2, Triangle, R1, L1, X, L2, Square, Triangle, L1, Square, R1.
YNT Eggs with 10 lives - Triangle, Square, Circle, Triangle, X, Square, Circle, Triangle, Square, X, Triangle, Square.
YNT Eggs with 65 lives - Square, X, Circle, Triangle, Triangle, X, Square, Circle, Triangle, Circle, X, Square.
Elevated Structure of Terror with 74 lives - Triangle, Square, Circle, X, Square, X, Circle, Square, Triangle, Circle, X, X.
Evil Engine #9 with 47 lives - R2, R2, Triangle, L2, L1, R1, R2, L2, L1, R2, Triangle, X.
Evil Engine #9 with 60 lives - L1, R2, R1, L2, L1, R1, L2, R2, L1, R1, R2, L2.
Monkey Mage with 23 lives - R2, R1, L1, R2, R1, L2, L1, R1, L2, L1, R2, L2.
Glenn Yntis with 22 lives - R2, R1, L2, R1, L1, X, L2, L1, X, Triangle, L2, L1.
Shards with 71 lives - R2, R1, Circle, L2, R2, L2, R1, L1, R2, Triangle, L2, Square.
Castle De Los Muertos with 63 lives - R2, L2, L1, R2, L2, R1, L1, R2, L2, L1, R2, L2.
Klogg with 55 lives - R2, L1, R1, L2, L1, R1, R2, L2, L1, R2, R1, L2.
Worm Graveyard with 30 lives - R1, R2, L2, R2, R1, Square, Triangle, Circle, L1, X, Square, Triangle.
Monk Rushmore with 31 lives - R2, L2, R1, L1, R2, L2, R1, X, L1, R2, L2, X.
Monk Rushmore with 55 lives - R2, L1, R1, L2, X, Circle, X, R2, L2, L1, R1, R2.
Skullmonkey Gate with 54 lives - R1, L1, R2, L2, L1, R2, L2, R2, L2, L1, R2, L2.
Skullmonkey Gate with 61 lives - L2, R2, L1, R2, L1, R1, R2, L2, L1, X, R2, X.
Skullmonkey Gate with 84 lives - L1, R1, L2, R2, R1, L1, L2, R2, R1, L2, R2, R1.

Triple Play 99

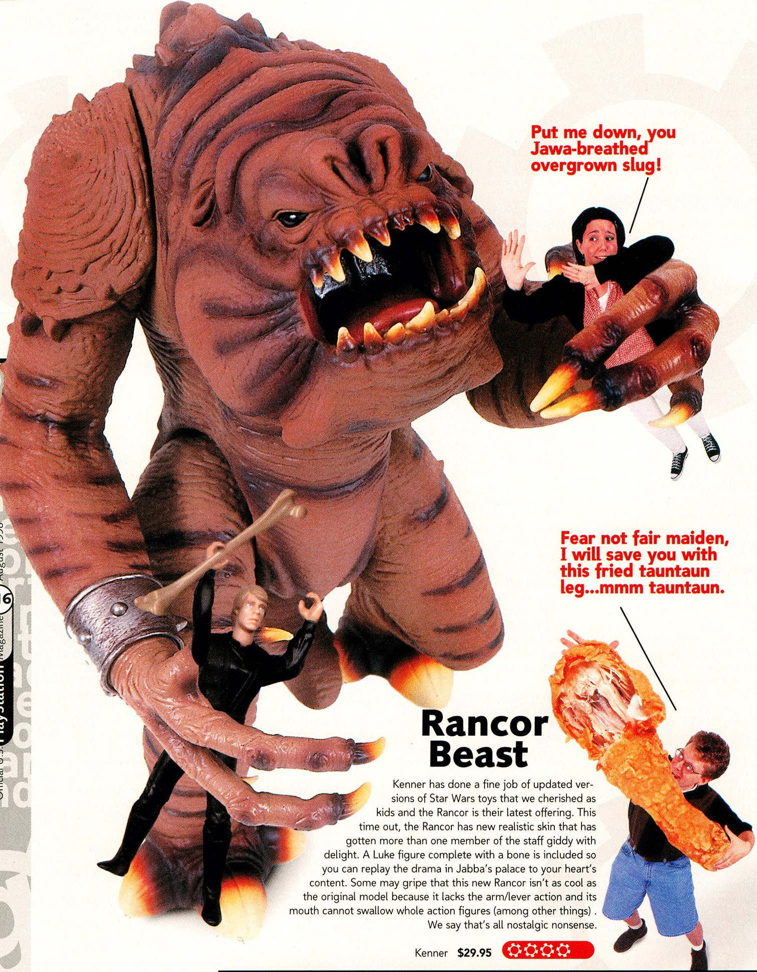
In-Game Cheats

To get this plethora of cheats to work, you must press and hold all four of the top buttons (L1, L2, R1, R2) while doing the code. Enter any of these when you are in the game:
Cheat Homerun - Triangle, Square, Triangle, Circle, X, Square, Left, Right.
Cheat Strike Out - Up, Down, Triangle, Square, Triangle, Circle, X, Square.
Cheat Crowd Comment - Up, Triangle, Down, X.
Cheat Weather Comment - X, Down, Triangle, Up.
Cheat Sponsor Comment - Left, Square, Right, Circle.
Chaet Nickname Game - Circle, Right, Square, Left.
Cheat Historical - Up, Triangle, Right, Circle.
Cheat Stadium Info - Down, X, Right, Circle.
Cheat Crowd Applause - Triangle, Up, Up, Triangle.
Cheat Crowd Cheer - Square, Left, Left, Square.
Cheat Crowd Ooh - X, Down, Down, X.
Cheat Boo - Circle, Right, Right, Circle.
Cheat User Cam - Right, Left, Up, Down, Right, Left.
Cheat Overview of Batter - Left Square, Up, Triangle.

Tricks Hotlines

Are you stuck in the middle of a tough game? Try calling the company that makes the game! They'll be happy to hear from you. Really.

Acclaim	**(516) 759-7800**
Accolade	**(900) 454-HINT**
Activision	**(900) 680-HINT**
American Technos	**(408) 453-9828**
ASC Games	**(203) 655-0032**
ASCII	**(900) 288-2724**
Atlus Software	**(714) 852-2351**
Bandai	**(310) 926-0947**
BMG	**(415) 330-0600**
Capcom	**(900) 680-2583**
Crystal Dynamics	**(900) 737-4767**
Data East	**(900) 454-5435**
Eidos	**(900) 773-4367**
Electronic Arts	**(900) 288-4468**
Fox Interactive	**(900) 225-5436**
GT Interactive	**(970) 522-1797**
Hot-B	**(415) 568-9501**
Interplay	**(714) 553-6655**
Jaleco	**(847) 215-1811**
KOEI	**(415) 348-0500**
Kokopeli	**(900) 370-HINT**
Konami	**(900) 896-4468**
LucasArts	**(415) 507-4545**
Maxis	**(510) 933-5630**
Microprose	**(410) 771-1151**
Midway/Williams	**(903) 874-5092**
Mindscape	**(900) 737-4468**
Namco	**(900) 737-2262**
Ocean	**(408) 289-1200**
Playmates	**(714) 428-2112**
Psygnosis	**(900) 976-4468**
Ready Soft	**(905) 475-4801**
SCEA	**(900) 933-7669**
Sierra	**(900) 370-5583**
Spectrum Holobyte	**(800) 695-GAME**
Strategic Simulations	**(408) 737-6800**
Technos	**(408) 453-9828**
Tecmo	**(310) 787-2900**
THQ	**(900) 370-HINT**
Time Warner	**(408) 473-9495**
Trimark	**(310) 392-3243**
Ubi Soft	**(800) UBI-SOFT**
US Gold	**(900) 288-GAME**
Viacom	**(303) 739-4019**
Virgin	**(900) 288-4744**
VR Sports	**(714) 955-9592**

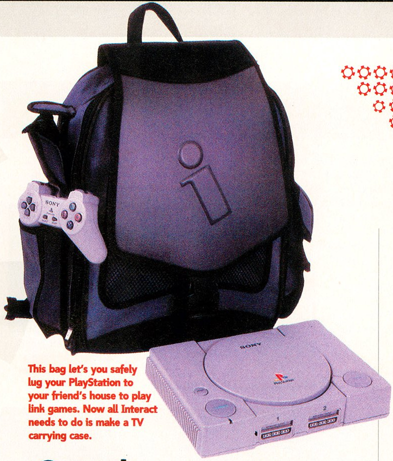

Put me down, you Jawa-breathed overgrown slug!
Fear not fair maiden, I will save you with this fried tauntaun leg...mmm tauntaun.

Rancor Beast

Kenner has done a fine job of updated versions of Star Wars toys that we cherished as kids and the Rancor is their latest offering. This time out, the Rancor has new realistic skin that has gotten more than one member of the staff giddy with delight. A Luke figure complete with a bone is included so you can replay the drama in Jabba's palace to your heart's content. Some may gripe that this new Rancor isn't as cool as the original model because it lacks the arm/lever action and its mouth cannot swallow whole action figures (among other things) . We say that's all nostalgic nonsense.

Kenner **$29.95** ○○○○

✪✪✪✪✪ 5G No question, this should be in your home
✪✪✪✪ 4G Recommended, very cool
✪✪✪ 3G Pretty good, check it out
✪✪ 2G Below average
✪ 1G Very lame



This bag let's you safely lug your PlayStation to your friend's house to play link games. Now all Interact needs to do is make a TV carrying case.

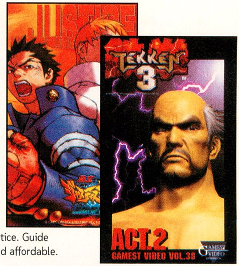
Console Carrying Case

Carrying cases for PlayStation consoles have been around for a long time, but they all lacked a bit of style. Interact has recognized this and has unleashed the Travel Pack. This handy backpack can hold almost anything you could possibly want to take along with your PlayStation. The rugged exterior gives the bag genuine cushioning as well as a nice futuristic look that avoids looking too kiddish. Recommended.

Interact **$29.95**

✪✪✪✪◐

How to Kick Ass



There's nothing like having a pro teach you the ins and outs of a game by having you observe their gameplaying. That's what Gamest allows you to do by having the top arcade pros (these really are bonafide professionals who do nothing but compete in tournaments) play the game while a narrator explains the action. It's a cool idea, but it's hard to flip back from video to actual game to practice. Guide books are still more convenient and affordable.

Gamest video **5800 yen each (about $49)** ✪✪✪

Naperville! Are you ready to rock?!!!
RESIDENT EVIL 2
Wilson

Virtual Guitar Pick

Packed in the limited editions of the import game Stolen Song (see International previews) is the coolest peripheral ever. The Virtual Pick that will work on any tennis racket or similarly ribbed surfaces to deliver the experience air guitarists have been fending for. The chords change automatically, but require your perfectly timed strummin' to bring it together. For being a sizable hunk of plastic, the pick has just the right amount of sensitivity without sacrificing durability. A gimmicky item to be sure, but definitely one that delivers.

SCEI / VME
6800 yen ($59)
Complete w/ game

✪✪✪✪✪

A tennis racket is recommended, but we found it also works nicely with mini fans and the bumpy back of the Star Wars Rancor.

Demo Disc

If a picture is worth a thousand words, a playable demo is worth a million

Tekken 3

Players	1-2	Developer	Namco
Availability	Now	Publisher	Namco
Analog Controller	No	Genre	Fighting

✕	Left Kick
○	Right Kick
□	Left Punch
△	Right Punch
L1	Not used
L2	Not used
R1	Not used
R2	Not used

Feel the Hurt

The full version of Tekken 3 supports the Dual Shock pad's shock feature. With it, you can feel every punch that you take.

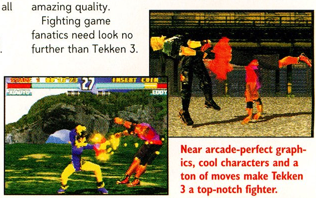
For the duration of the PlayStation's existence, one series of fighting games has proven itself to be one of the most popular ever. Namco's Tekken games have all been critically, as well as commercially, acclaimed. Now, the latest in the series is upon us, and you can try out the fighting action for yourself.

In this demo, you can choose to play as two of the newest members of the Tekken family, Xiaoyu and Eddy. Both of the characters have very unique fighting styles, so experiment with them to try to master their moves. Once you do, you will find that they are both quite powerful.

The opponents you will face are veterans of the Iron Fist Tournament, Paul and Lei. While they are not playable, you will get a sense of the wide variety of moves in the game. Also, you can compete in the game's Vs. Mode against a friend.

Be sure to check out the game's gorgeous rendered intro. Each of the characters' endings are of the same amazing quality.

Fighting game fanatics need look no further than Tekken 3.



Near arcade-perfect graphics, cool characters and a ton of moves make Tekken 3 a top-notch fighter.

Turbo Prop Racing

Players	1-2	Developer	SCEE
Availability	Now	Publisher	SCEA
Analog Controller	Yes	Genre	Sports/Racing

✕	Accelerate
○	Reverse
□	Turbo-Boost
△	Not used
L1	Lean Left
L2	Lean Left
R1	Lean Right
R2	Lean Right

Visual Footnotes

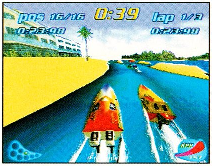
Turbo Prop Racing is running in the PlayStation's high-res mode at 60 frames per second. In layman's terms, the game looks real nice.

Just last month we reviewed a powerboat racing game by Interplay. Now SCEA is set to make their mark on the waterways with Turbo Prop Racing.

The game throws you into the action right away, as the race begins immediately upon starting the demo. As you speed around the track, keep an eye open for the many green propeller icons floating on the track. These are the Turbo Boost symbols that you will need to collect if you want to gain a quick boost of speed (which you will). You can only store three of these at a time, however, so be sure that you are constantly using and collecting them.

If you own a Dual Shock controller, now would be a good time to plug it in. Turbo Prop not only controls much smoother with the analog stick, but you really feel it when your boat slams into a barrier.

While it's not in the demo, the full version will have a two-player Split-screen Mode with the option to divide the screen horizontally or vertically as well as the ability to race on randomly generated tracks.



With 15 other boats racing against you, you had better be pretty quick if you want to finish in first place.

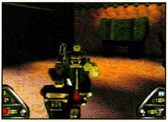
Duke Nukem: Time to Kill

Players	1	Developer	n-Space
Availability	September	Publisher	GT Interactive
Analog Controller	Yes	Genre	Action

Just like Lara Croft, Duke now has a variety of outfits that he wears during the course of the game. Heck, you even get to see the man in a kilt!

Duke has been a star on the PC for quite some time. His last PC game, Duke Nukem 3D has been ported to several systems, including the PlayStation. Now, Duke is starring in his first PlayStation-exclusive game, Duke Nukem: Time to Kill.

As you can see in this demo, the game is not a first-person shooter like traditional Duke Nukem games. Instead Time to Kill is played from a third-person, "behind Duke" view. Don't worry, however, even though the viewpoint has changed, the fast action that Duke is known for has not.



"Come get some!" As always, Duke knows exactly what wise-ass remark to use in each situation.

The plot involves Duke travelling through time in order to defeat his old enemies who are out to destroy history. As he travels through different eras, Duke will outfit himself with the proper clothes for the period that he's in, making sure he's cool wherever he is.

Lunar: Silver Star Story

Players	1	Developer	Game Arts
Availability	September	Publisher	W. Designs
Analog Controller	No	Genre	RPG

Most people missed out on the Sega CD version of Lunar. Now, PlayStation owners will get to experience the game.

Role-playing game fanatics already know all about Final Fantasy VII and other such high-profile RPGs. Now, Working Designs is preparing to release the next big RPG for the PlayStation. Lunar: Silver Star Story is a remake of the classic Sega CD game, but with enough new enhancements to make it almost seem like a brand-new game.

This overhaul of the original game features all-new side quests and plot twists. The game also features over 50 minutes of new animation, which is something that this demo primarily focuses on. Also included is an entire animated sequence featuring a song sung by Luna, the heroine of the game. It gives a hint as to how beautiful the final game will be.

Hardcore RPG fans have been waiting for this remake for awhile, and perhaps this demo will give you an idea of why.

Check out that great animation. That's theatrical quality, baby! There's almost an hour of it in the game.

Ninja: Shadow of Darkness

Players	1	Developer	Core
Availability	September	Publisher	Eidos
Analog Controller	Yes	Genre	Action

There looks to be a nice variety of levels in Ninja. Hopefully, this will keep the game fresh as you bash your way through it.

This one has been in development for a long time. Originally slated to hit before Fighting Force, Ninja has been pushed back a few times for retooling. Finally, you can check out how Core and Eidos' work is coming along in this demo that has a good sampling of Ninja's gameplay.

It's a proven fact that there's nothing kids love more than being able to fight as a ninja.

In Ninja, you are a ninja (go figure) running through 14 levels while fighting against a multitude of enemies. The demo showcases some of the game's cinemas scenes as well as a variety of locales that include snow-covered mountain tops, lush forests and lava-filled caverns.

There's also plenty of enemies to be found such as ninja warriors and giant insects. Better yet, check out the huge Bosses featured in the game. There are still many more that aren't shown on the demo, but you'll have to play the full version to see those.

Metal Gear Solid

Players	1	Developer	Konami
Availability	October	Publisher	Konami
Analog Controller	Yes	Genre	Action

Metal Gear Solid seems to strike the perfect blend between action and adventure. There's even a dose of espionage thrown in.

It's the game that everyone has been talking about since its debut at 1997's E3. You've heard us go on about how nice it will be. You've seen the shots in the magazine. Now, you can take a peek at what we're all waiting for—Metal Gear Solid.

If you're new to console gaming, you might not know that Metal Gear Solid is the sequel to the hit series of NES Metal Gear games. You are Solid Snake, a trained killer and expert spy. Your mission relies on your infiltrating enemy bases, avoiding guards and if you must kill them—doing it without being noticed.

Metal Gear Solid has a lot more atmosphere than most games have. It just feels intense.

The demo shows some of the game's cinemas, which are all rendered using in-game graphics. This enables the game to flow smoothly between cinema and gameplay. Plus, it just looks freaking incredible.

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March 1998

Final Fantasy Tactics
A Look Ahead to '98
Demo Disc includes: playables: Bloody Roar, Monster Rancher, Shipwreckers non-playables: Alundra, NBA ShootOut 98, Saga Frontier, Mega Man Neo

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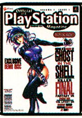

October 1997

Ghost in the Shelll
Final Fantasy VII Strategy
Demo Disc includes: playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force non-playables: Tomb Raider II, NFL GameDay 98

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Issue #7– $10

April 1998

10 Overlooked PS Picks
Resident Evil 2 Strategy
Demo Disc includes: playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE non-playables: Blasto, Grandstream Saga

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November 1997

PaRappa the Rapper
Bushido Blade Strategy
Demo Disc includes: playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars non-playables: NHL FaceOff 98, Ghost in the Shell

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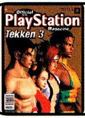

May 1998

Psybadek Feature
Tekken 3 Strategy
Demo Disc includes: playables: Einhänder, Gex: Enter the Gecko, Klonoanon-playables: Dead or Alive, Gran Turismo

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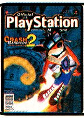

December 1997

Cool Boarders Strategy
Demo Disc includes: playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Kâsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4 non-playable: One

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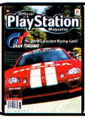

June 1998

Metal Gear Solid Preview
Gran Turismo Review
Demo Disc includes: playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive. non-playables: Tomba, Jersey Devil

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January 1998

Resident Evil 2 Feature
Tomb Raider II Strategy
Demo Disc includes: playables: NFL GameDay 98, CART World Series, Frogger non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2

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July 1998

Legacy of Kain: Soul Reaver
Tomba! Strategy
Demo Disc includes: playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shootout, Blasto, Speed Racer non-playables: NFL Xtrem MLB 99, Tekken 3

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Issue #5– $10

February 1998

Dead or Alive Feature
1997 OPM Editors' Awards
Demo Disc includes: playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

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Trick Special

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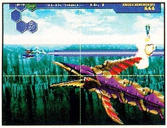
Next Month

A look ahead at our next issue

September 1998

Official U.S. PlayStation Magazine

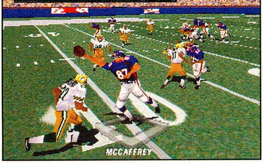


Turn
01
Road
No change by magic.

PlayStation B-Day

There's a couple of really cool milestones that we'll be celebrating in the next issue of *OPM*: There's the three-year anniversary of that little gray console known as the PlayStation (hard to believe it's been that long!) and a full year of the *Official U.S. PlayStation Magazine* (12 issues and demo discs in the bag!). Expect plenty of cool information worthy of these two stellar occasions aside from the requisite "Happy Birthdays To You."

Even with all of those exciting events packed into the magazine, there will still be plenty of room when it comes to covering the latest games. Look for previews of Thunder Force V, Working Designs' traditional-style shooter, Capcom's DarkStalkers III and (finally!) a full-blowout on the long-awaited sequel to Sony's best-selling football game—NFL GameDay '99. Additionally, we'll be reviewing tons of new games that include EA's NCAA Football 99 and Kartia, Atlus' very stylish RPG. Suffice to say, next issue of *OPM* is shaping up very nicely!



The pigskin wars have been hotly contested. Does the latest version of NFL GameDay '99 have the fire-power to stay on top? Check out OPM's definitive preview.

ELECTRONIC GAMING MONTHLY

It's not normal procedure for *EGM* to talk about its future posters in Next Month, but given our affection for this month's mosaic Lara Croft Tomb Raider III cover, we felt that we had no other choice than to run it as a poster in the next *EGM*. Be sure to pick it up!

But onward to the games. We'll continue to preview the masses of titles still spilling over from E^3 which includes previews of Quake 2 for the Nintendo 64 and Sony's NFL GameDay '99. Also, plenty of finished games are already piling up at *EGM*, some of which are Banjo-Kazooie, Body Harvest, NCAA Football 98, Pocket Fighter and Kartia. Look forward to reviews of those and more in the next issue of *EGM*!

After appearing at E^3 last year, Banjo-Kazooie is ready to be judged.

Check Out Our Next Demo Disc!

Official U.S. PlayStation Magazine
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playables

- Spyro the Dragon
- Duke Nukem: Time to Kill
- WWF War Zone
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- Threadz • Metal Gear Solid
- Rival Schools • Test Drive 5

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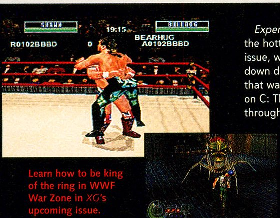

Learn how to be king of the ring in WWF War Zone in *XG*'s upcoming issue.

Expert Gamer takes you to school on some of the hottest games around. In our September issue, wanna-be wrestlers will get all the low-down dirt on how to be the champion (and stay that way) in WWF War Zone. Also, *XG*'s strategy on C: The Contra Adventure will guide you through some of the game's toughest levels.

Plus, we'll have a huge blowout walk-through on Lunar.

And don't forget to check out our latest features nest issue on stuff any expert gamer would want to know!

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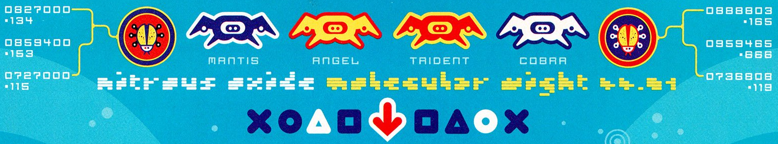
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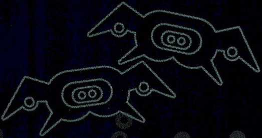

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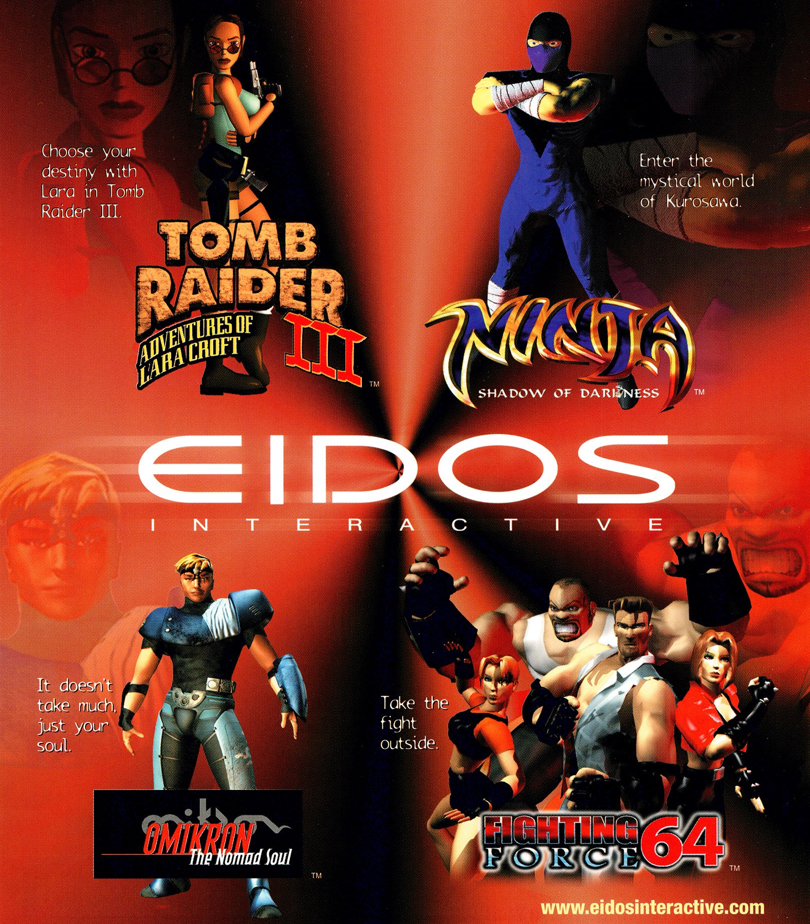
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